



*Presents*



**2024**

**SASS WORLD CHAMPIONSHIP  
OF  
COWBOY ACTION SHOOTING &  
WILD BUNCH ACTION  
SHOOTING**



Presented By

The Arizona Territorial Company of Rough Riders



# SASS WORLD CHAMPIONSHIP OF COWBOY ACTION SHOOTING & WILD BUNCH ACTION SHOOTING

The Arizona Territorial Company of Rough Riders was established during the fall of 1991 to promote the historical significance of the old west cowboy lifestyle and traditions. We're proud to have your participation in the 43<sup>rd</sup> Annual End of Trail. We try very hard to make this the best Shooting Event and Cowboy Encampment that you will ever attend. We hope that you make new friends, have lots of fun and remember to BE SAFE!

The Arizona Territorial Company of Rough Riders  
Hosts for  
**"SASS End of Trail"**  
World Championship of  
Cowboy Action Shooting  
&  
Wild Bunch Action Shooting



**"Rattlesnake Slim"**  
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Range Master



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**Bill Semplice**  
Print Coordinator  
Swap Meet



**"Sweet Lil"**  
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Range Beautification  
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**Ron Mengel**  
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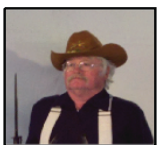
**"Serenity"**  
**Liz Young**  
Deputy Match Director  
Scoring



**"Legendary Lawman"**  
**Peter Young**  
Scoring



**"Shanley Shooter"**  
**Brian Shanley**  
Event Construction  
Coordinator



**"Cpt. Dan Blodgett"**  
**Dan Varner**  
Ranger/Volunteers  
Support Coordinator



**"Pleasant Valley Kid"**  
**Bob Pultz**  
Awards/Shooter Prizes  
Swap Meet



**"Sweet Shot Sue"**  
**Susan Pultz**  
Awards/Shooter Prizes/  
Swap Meet



**"Scouler Kid"**  
**Ken Harris**  
Quarter Master  
Signs & Banners



**"Buckshot Sheridan"**  
**Jef Rice**  
Deputy Range Master  
Long Range Events  
Long Range Volunteers



**"Marshal W. Hill"**  
**Bill Hill**  
Costume Contest  
Stage Stop



**"Rustler"**  
**Jay Zimmett**  
Wednesday Volunteer  
Coordinator  
Web Master



**"Squibber"**  
**Tom Thoresz**  
Range Construction  
Coordinator



**"Cholula Mike"**  
**Mike Nielsen**  
Deputy Ranger  
Coordinator



*A Special Thanks to Deadeye Al  
for the wonderful photos we have used throughout this book!  
Thanks Pard!*





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**WILD WEST MERCANTILE**  
 7302 E. Main Street Suite #7 – Mesa, AZ 85207  
 Toll Free: 800-596-0444 – Local: 480-218-1181

**The Biggest & Best Selection Of Authentic Old West Men's & Ladies Clothing, Boot, Hats and Much More!!!**

Visit The Store Location the Week of EOT  
 February 26, 2024 - March 2, 2024

**For Special Discounts and Promotions!!!**

**Mon 2-26-24 and Tue 2-27-24**  
 Show us your EOT Badge and Get Wild West Mercantile Scratcher Tickets  
 Use the scratcher discount in store that day

**Wednesday 2-28-24**  
 First 15 EOT Customer to come in between 10am and noon get a WWM Goodie Bag

**Thursday 2-29-24**  
 Spend \$75 and get an EXTRA 5% Discount  
 Spend \$200 and get an EXTRA 10% Discount  
 USE with your EOT 25% discount code

**Friday 3-1-24**  
 Show us your EOT Badge and Get Double WWM Scratcher Tickets  
 Use discount on your instore purchase that day!

**Saturday 3-2-24**  
 First 15 Eot Customer to come in between 2pm and 4pm get a WWM Goodie Bag  
 \*\*\*WWM Goodie Bag valued at over \$100\*\*\*

**RAFFLE**  
 Enter TO WIN \$100 off Your Next Purchase

Must fill out raffle ticket at store location between February 26, 2024 and March 4, 2024.  
 Drawing will be posted to All Wild West Mercantile Social Media.  
 \$100 Prize coupon will be email to winner to be used on NEXT online purchase.  
 No Purchase Necessary

**Join Us FRIDAY March 1, 2024**  
 For Cowboy Coffee & Donuts  
 Brewing starting at 10am  
 available while supplies last

**WILD WEST MERCANTILE**  
 Our Store is Located in East Mesa  
 We are on Main Street between Power Rd & Sossamon Rd on the north side of the street in the Sun Valley Plaza

**Store Hours**  
 Monday-Friday 10am-5pm  
 Saturday 10am-5pm  
 Closed Sunday



**End of Trail Service Animal/Pet Policy**

End of Trail, as required by Ben Avery Shooting Facility, has a Service Animal and Pet policy in place. All animals must be leashed and under control at all times, and must remain outside the posse/stage area.

Please visit our website for further information at “www.endoftrail.org”



# End of Trail 2024 Schedule of Events

## Wild Bunch

### Sunday February 25

11:00 AM – 3:00 PM Registration Open  
4:00 PM Wild Bunch Posse Marshal Walk Through – Meet on Stage 1

### Monday February 26

7:30 AM Wild Bunch Opening Ceremony, Welcome & Mandatory Safety Meeting – Main Tent  
8:15 AM Wild Bunch Action Shooting Match, Day 1, Five Stages – See Wild Bunch Shooting Schedule  
12:00 PM – 2:00 PM Wild Bunch Costume Judging – Stage Stop  
2:00 PM – 4:00 PM Wild Bunch Speed Matches Speed Rifle, Pistol & Shotgun – Stage 4

### Tuesday February 27

7:30 AM Wild Bunch Action Shooting Match, Day 2, Five Stages  
3:30 PM Wild Bunch Top 16 Mens & Ladies Shoot-Off – Stage 9  
5:00 PM Wild Bunch Shooters' Social & Main Match Awards – Main Tent

### Wednesday February 28

8:00 AM – 12:00 Noon Wild Bunch Side Matches: Teddy Roosevelt & Doughboy – Stages 5 & 6  
(Wild Bunch Shooters Only)  
8:00 AM – 3:00 PM Wild Bunch RO Class, – Berger Bullets Building – 1000 Yard Range  
2:00 PM – 4:00 PM Wild Bunch Side Matches: Long Range 1911, Pistol Caliber Rifle, BAMM, Rifle Caliber Rifle & Sgt. York – Beyond Bay 14



## Cowboy

### Sunday February 25

11:00 AM – 3:00 PM Registration Open

### Monday February 26

7:30 AM – 3:00 PM Registration Open

### Tuesday February 27

7:30 AM – 4:00 PM Registration Open  
8:00 AM – 3:00 PM RO I Course – Berger Bullets Building – 1000 Yard Range  
8:00 AM – 3:00 PM RO II Course – Bench-Rest Stat House, Opposite Long Range Stages  
12:00 PM – 3:00 PM Cowboy Trap & Skeet – Clay Target Ranges  
2:30 PM – 5:00 PM Doily Gang Shooting Clinic – Stages 1-4

Cowboy Schedule Continues On Page 5 . . .



### **Gun Cart Rentals**

Rental gun carts are available before and throughout the match. See Registration to rent one and then pick it up at the **Cart Corral**, located by Stages 1-4. Prices are \$25 for a small cart and \$40 for a large cart. Both will hold four long guns, but the large has more storage area. Nightly storage is included, but all personal items (guns, ammo, leather) must be removed.

**Personal gun cart storage** is available for \$20 for the week. All personal items (guns, ammo, leather must be removed).

*End of Trail will not be responsible for items left in rental OR personal gun carts left in storage.*





# End of Trail 2024

## Schedule of Events

### Cowboy

#### Wednesday February 28

7:30 AM – 4:00 PM	Registration Open
7:30 AM	Mandatory Cowboy Safety Meeting – Main Tent
8:00 AM	Warm-up Stages, Wave 1 – Stages 1–4, 9–12
8:30 AM – 11:30 AM	Cowboy Sporting Clays – Clay Target Ranges
8:30 AM – 3:30 PM	Speed Events, (Speed Rifle, Speed Pistol, Speed Shotgun, Derringer) – Stages 7 & 8
8:30 AM – 4:00 PM	Long Range Events – Beyond Bay 13
11:00 AM	Warm-up Stages, Wave 2 – Stages 1–4, 9–12
1:00 PM – 4:00 PM	Plainsman Event – Stages 5 & 6
2:00 PM	Warm-up Stages, Wave 3 – Stages 1–4, 9–12
4:00 PM	Posse Marshal Meeting – Stage 1
5:00 PM	Range Closes/Rough Rider Saloon Opens – Main Tent – NO FIREARMS
5:15 PM	Opening Ceremony – Main Tent
6:00 PM	Shooter/Sponsor/Vendor Appreciation Dinner – Main Tent

#### Thursday February 29

7:00 AM – 2:00 PM	Registration Open
7:30 AM	Mandatory Safety Meeting – Posses 1 – 12 – Main Tent
8:00 AM	Cowboy Main Stages Start – Check Posse Schedule, Page 31
10:30 AM	Mandatory Safety Meeting – Posses 13 – 24 – Main Tent
10:30 AM – 2:30 PM	Cowboy Shooting Costume Contest – Stage Stop
1:30 PM	Mandatory Safety Meeting – Posses 25 – 36 – Main Tent
5:00 PM	Range Closes/Rough Rider Saloon Opens – Main Tent – NO FIREARMS
5:15 PM	Territorial Governors Meeting – Berger Bullets Building
6:00 PM – 8:00 PM	Swap Meet – Main Tent, Out of Respect for Our Vendors, <b><u>Please, NO Selling Until 6:00 PM</u></b>



#### Friday March 1

8:00 AM	Cowboy Main Stages Start – Check Posse Schedule, Page 31
5:00 PM	Range Closes/Rough Rider Saloon Opens – Main Tent – NO FIREARMS
5:45 PM	Friday Night Mexican Dinner – Main Tent
6:30 PM	Side Match Awards – Main Tent
7:00 PM	World Championship of Cowboy Bingo – Main Tent

#### Saturday March 2

8:00 AM	Cowboy Main Stages Start – Check Posse Schedule, Page 31
12:00 Noon – 4:00 PM	Entertainment in the Main Tent
5:00 PM	Range Closes /Rough Rider Saloon Opens – Main Tent – NO FIREARMS
5:00 PM – 7:00 PM	Evening Costume Contest; Registration/Sign-In – Main Tent
5:30 PM – 9:00 PM	Banquet & Entertainment – Main Tent
7:00 PM	LOCAS Cowgirl of Honor Award – Main Tent
7:30 PM	Costume Awards and Promenade – Main Tent

#### Sunday March 3

7:00 AM	Cowboy Church – Stage Stop
8:00 AM	Top 16 Cowboys & Cowgirls Shoot-Off – Stages 7 & 8
11:00 AM	Awards – Main Tent





# Daily Activities in the Main Tent

## Entertainment

### PAT JAMES



#### True Country Entertainment • Saturday 6:30 PM – 10:30 PM – Main Tent Everyone Is Invited To The Music/Dance

Pat James took his first guitar lesson at the age of 9 and has remained true to his version of country music ever since. He has sung songs by Marty Robbins, Merle Haggard and Hank Williams Jr. but his voice & style have also produced his own music. Inspired by the spirit of true cowboys from the past & the country & western way of life; country music is not fad or fashion to him but about respect & knowing who you are. Pat will be singing Saturday night for your listening & dancing pleasure.



### WAY OUT WEST

Friday & Saturday 11:00 AM – 3:00 PM

#### Sutlers Row

A group of roaming musicians/balladeers will provide the perfect background music for our Old West town at End of Trail. When you see them, pause for a minute, give a listen.



### THE OK CHORALE

Saturday 10:00 AM - 3:00 PM

#### Sutlers Row

“Dedicated to the Preservation of Harmonic Law and Order in the West, the OK Chorale has performed throughout the southwest and continues to break ladies hearts with their cowboy ballads and their virile manly ways.”



### ARIZONA TERRITORIAL SOCIETY

11:00 – 3:00 PM Saturday, Main Tent

Arizona Territorial Society (ATS), originated in Prescott, Arizona and began as a result of local folks in the Prescott area who desired to see history preserved and shared. This organization formed in late 2017 and has grown through the years with members sharing history in many different formats. The group has participated in parades, living history presentations, historical fashion shows, helped in community service projects such as Arizona Cowboy Poets Gathering, Prescott Frontier Days Rodeo, the Single Action Shooting Society, Sedona Historical Museum presentations, the Prescott Western Heritage Center, grand openings of new businesses in the area, and more.



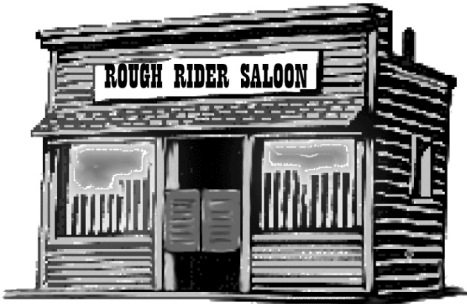
### MARK BROOKS

#### Announcer

Arizona Veteran, Western entertainer and Master of Ceremonies, Mark Brooks has delighted audiences for over 20 years with his music, humor and knowledge repartee. Most recognized for his rich baritone voice and accomplished acoustic guitar style, Mark also writes and performs both contemporary and classic cowboy poetry and stories in the troubador tradition.

**Lost & Found Is In The Registration Booth  
Inside The Main Tent**

**Rough Rider Saloon Opens**  
**Wednesday – Saturday**  
**5:00 PM**  
**In The Main Tent**  
**No Firearms!**



**Friday Night Mexican Dinner**

**5:45 PM — Main Tent**  
 Choice of Beef, Chicken or Vegetable Burrito  
 Spanish Rice & Refried Beans



Chips & Salsa  
 \$15.00



*Some Food Vendors Will Stay Open  
 Until 6:00 PM on Thursday Night*

**SATURDAY NIGHT BANQUET**

5:30 PM – 10:00 PM Main Tent

*By Chef John*

*House Salad, Beef, Chicken, Garlic Mashed Potatoes, Vegetable Medley,  
 Fresh Baked Rolls & Butter • Assorted Cookies & Brownies  
 Fresh Brewed Coffee*



**Banquet Sponsored By Mic Drop Mania**

**End of Trail World Championship of Cowboy Bingo**

**Bingo Night 2024**

Friday: 7:00 PM - 9:00 PM – Main Tent

**Please join us for an evening of fun and great prizes!!**



# End of Trail Event Sponsor



## Cowboy Match Sponsor



**F.LLI PIETTA**

## Wild Bunch Match & Costume Contest Sponsor



**WILD WEST  
MERCANTILE**

## Awards Sponsor



## Badge Sponsor



**E.M.F Company, Inc.**

## Scoring Sponsor



## Banquet Sponsor



## Main Tent & CAS Junior Shooter Sponsor



## Opening Ceremonies Sponsor



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*Special End of Trail Support  
&  
F.F.L. Requirements  
Courtesy of*

**LEGENDARY GUNS**  
Phoenix, AZ

## A Special Message

As the President of the Arizona Territorial Company of Rough Riders, I want to take this opportunity to express our sincere gratitude to all of our 2024 Sponsors. I also want to make our shooters and others aware of the major role that Sponsors play in bringing them the world-class event that they enjoy.

If we had to charge our shooters the full amount that it costs to produce an event such as End of Trail, not many would show up. Conversely, if the match we produced was limited by the amount of shooter and vendor fees collected, you would surely notice a huge difference. Our Sponsors are the way that we bridge that gap and provide our shooters and spectators with the fantastic experience that they have come to expect from End of Trail and the Arizona Territorial Company of Rough Riders.

We sincerely ask is that you show your support for them not only here at End of Trail, but with your additional business throughout the year. They are a huge part of what makes this week the legend that it has become.

*Much Obligated † Rattlesnake Slim, President, Arizona Territorial Rough Riders*



**Our THANKS To The Sponsors & Vendors and Their Support Of**

# **END OF TRAIL 2024**

## **SASS WORLD CHAMPIONSHIP OF COWBOY ACTION & WILD BUNCH ACTION SHOOTING**

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### **END OF TRAIL EVENT SPONSOR**

Sturm, Ruger & Co., Inc.

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F.LLI Pietta

### **WILD BUNCH MATCH SPONSOR**

Wild West Mercantile  
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### **COWBOY MATCH JUNIOR SHOOTER SPONSOR**

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### **WILD BUNCH MATCH JUNIOR SHOOTER SPONSOR**

Bullets by Scarlett

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Mic Drop Mania

### **OPENING CEREMONY SPONSOR**

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Long Hunter Shooting Supply

### **TIMER SPONSOR**

Competition Electronics

### **VENDORS**

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Aspen Filly's

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Bear River Powder/Goex

Buckaroo Bobbins

Bullets by Scarlett

Colorado Mountain Hat Co

Cowboys & Indian St

Deb Mann Images

### **VENDORS, continued**

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Eagle Grips

Fat Man and the Redhead

Grill King BBQ

Hunter's HD Gold

Klassic Laser Works

Klickitat Bob Custom Leather

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COMPANY OF ROUGH RIDERS  
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SASS WORLD CHAMPIONSHIP OF  
COWBOY ACTION & WILD BUNCH SHOOTING

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QR CODE



**Arizona Territorial Rangers**

Have you wondered about the Arizona Territorial Rangers? Who are they and what do they do?

The Arizona Territorial Rangers are cowboy shooters and enthusiasts just like you. They are the special volunteers that make End of Trail possible every year; a team of individuals giving back to the sport they love.

A week before the match starts Rangers volunteer their time to setup each stage. Rangers work side by side with the Match Director, Range Masters and End Of Trail Board Members to make End of Trail the best match possible.

During the match Rangers work in shifts so that they can confidently shoot their best and still contribute to the operation of running EOT. Ranger work during the match includes fixing broken targets, boardwalks and stage props. Rangers keep water jugs full and act as safety officers at the practice bay. Rangers also make it possible for EOT to transition between the many events offered like Wild Bunch, Long Range, Plainsman and Cowboy shooting. By working as a team Rangers cover for each other to allow all volunteers to work hard, rest easy and shoot straight.

At the end of the match, Rangers stay to tear down and store all of the wonderful stages and props that makes EOT a complete visual experience. Rangers make it possible to return the facility to Ben Avery in just under two days!

If you have the desire to join this family of hard working, fun loving folks, please reach out to any Ranger or EOT Board Member. You will be put in touch with the Ranger Coordinator to determine if we have a spot for you. If being a Ranger is not for you, but you appreciate all they do, please thank them!

*Your appreciation means a lot!*



**Mernickle Holsters**  
**2024 End of Trail Main Tent Sponsor**  
**& CAS Junior Shooter Sponsor**



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## SHOWDOWN AT END OF TRAIL

### COWBOY FAST DRAW SIDE MATCH

Hosted by The Association of Arizona Gunslingers

*Registered End of Trail Competitors Only*

Stop by the Cowboy Fast Draw Association Booth (Uprange of Stages 1-4) on Monday Feb 26th through Friday noon March 1st and try your hand at Cowboy Fast Draw. You can use your gun (chambered in .45) and holster or we can provide them. We will supply the wax bullet ammunition. Just sign in and we will work with you to get ready to go. (Your first round will be free). You will get 5 shots to warm-up and then take 5 shots that count. Your qualification time will be determined by your best 3 shots out of a 5-shot round. You can buy additional tries to better your qualification time for \$5.00 (All these funds go to Happy Trails Foundation). There is no limit to how many times you can attempt to qualify, but only your best one counts. You must have 3 hits out of a 5-shot round to receive a score, and the score consists of the total of 3 timed shots. The fastest times will receive a nice bragging rights award. The more you try, the more chances you have to win it.

## CMSA Cowboy Mounted Shooting at "End Of Trail"

Hosted by the Arizona Cowboy Mounted Shooters Association

**Saturday, March 2nd & Sunday, March 3rd**

***Riders meeting at 8:45 AM - Shooting begins at 9:00 AM***

Cowboy Mounted Shooting is one of the nation's fastest growing equestrian sports. Mounted contestants compete in this fast action, timed event using two .45 caliber single action revolvers each loaded with five rounds of specially prepared blank ammunition. Courses of fire are set in a variety of patterns. The first half (5 targets) of a course of fire will vary with each stage and often requires the horse and rider to rate speed, turn, change leads and accelerate. The second half (5 targets) is usually in a straight course with targets set at 36 foot intervals, called the "run down". Both horse handling ability and raw speed are showcased.

Typically, a competitor crosses the timing beam engaging the first pattern of five targets. After the shooter fires the fifth shot in the first revolver, the Cowboy or Cowgirl returns the empty revolver to a holster, draws a second revolver, turns around a barrel and then races to the far end of the arena shooting the balloons in the rundown. Matches are from 3 to 6 stages.

Scoring is based on elapsed time plus a five second penalty for each target missed or barrel knocked over. A course of fire normally takes a contestant between 10 and 35 seconds to complete, depending on the stage being run and the level of competence of the horse and rider. There are currently over 50 different courses of fire (stages).

There are no judges. You are competing against the clock! We have classes so every rider will have a competitive group in which to compete.



## Swap Meet Information

At End of Trail, a swap meet is held on Thursday Night. This very popular event gives registered shooters and conventioners a chance to sell or swap equipment, clothing and firearms with folks who may want or need the items for their participation in the game.

Reserved tables are available by contacting Sunshine Kay in registration. Tables will be assigned on a first come, first served basis. The reserved tables will be numbered in order. No live ammunition can be on the table with the firearms, and all firearms will be "zip tied" closed while at the swap meet. All local state and federal laws regarding the selling of firearms will be obeyed.

***SWAP MEET HELD***

**Thursday February 29<sup>th</sup> 6:00 PM – 8:00 PM – Main Tent**



# End of Trail 2024 Stage Conventions & Match Conduct

End of Trail Shooters! We have an "End of Trail Only" stage convention that is important for you to know regarding shooter "stance." Our stage language "**At The Ready**" means, if no starting position is given the shooter may be in an athletic "ready" posture, with hands not touching guns or ammo. The shooter does not have to start a stage standing upright with hands at their sides unless specifically stated in the stage description. Other stance instructions will always apply (hands at low surrender, touching revolvers, Rifle in Hand, etc...). **This convention applies at End of Trail Only and does not change SASS rules at other SASS sanctioned matches.**

1. All SASS Rules and Stage Conventions apply unless otherwise indicated in the stage description. The End of Trail philosophy regarding stage descriptions is "If the stage description doesn't say to do things in a certain way, then you can do as you wish, within the current SASS Rules."
2. A Round over the Back berm = NO CALL. A Round over a Side berm will be evaluated on a case-by-case basis.
3. All shotgun knockdown targets MAY be re-engaged until down. Shotgun targets may be re-engaged at the end of the shotgun string or at the moment they have been missed. Shotgun targets must be re-engaged from where they are initially attempted.
4. **Buckroos and Buckaretttes** need only **HIT** a knock-down target, including plate racks – they do not have to go down.
5. On downrange movement stages, long guns must be made safe vertically or pointing into the berm as indicated in the stage description. Failure to make long guns safe as indicated incurs a 10 second procedural penalty.
6. Long guns may be transported to the next shooting position for restaging unless stage description indicates otherwise.
7. Long guns may be initially staged In, Near or At the positions indicated, vertically or horizontally, unless stage description indicates otherwise.
8. **Leaving the Loading Area with a cocked/loaded rifle:** The shooter will be escorted to the firing line by the TO (Xp) when the firing line is clear, directed to point the rifle safely downrange, bring the hammer to full cock, then pull the trigger. If no round is fired, the shooter will be directed to finish staging firearms to start the stage (NO CALL). If a round fires when the shooter pulls the trigger, the shooter will be assessed a STAGE DQ and directed to proceed to the unloading table. (ref: SHB)
9. All unloading tables will have an **Unloading Officer** in place to clear all firearms before the shooter leaves the unloading table. This may be the previous shooter, or a posse member assigned by the Posse Marshal. It is strongly recommended that a **Loading Officer** be assigned to observe the firearm loading process at the Loading table.
10. Long guns will be transported to and from the firing line, empty with actions open, muzzles vertical. Long guns with soft cases or "socks" that are visible in guns carts must also have actions open.
11. **Re-Shoots** will only be granted for Timer (equipment) malfunctions, RO interference or Prop malfunctions, once the first round has left the barrel. ALL reshoots for ANY reason must first be approved by the Match ROs.
12. **Re-Starts:** Bad or fumbled starts may be re-initiated provided no rounds have left the barrel. This may only be allowed if the shooter can complete the re-start immediately keeping the delay to a minimum. Technical issues with firearms at the start should be addressed at the unloading table so as not to cause delays on the firing line. Multiple re-starts for the same shooter on multiple stages will not be entertained by the TO.
13. Shooters must make a good faith effort to say initiating line correctly, but **NO** penalty will be incurred for incorrect lines. *The Starting Line is only an indication that the Shooter is ready.*
14. Revolvers shall start from, and be returned to, leather (holstered) at the beginning and end of the revolver string, unless the stage description states otherwise.

# End of Trail 2024 Stage Conventions & Match Conduct Continued

15. **“Down Range”** Procedures: Are necessary only in shooting bays with more than one stage. If movement down range is required, "Down Range" will be called by the TO. When the shooter has finished the stage and moved to the unloading table, and shooters at the unloading and loading tables have stepped back from the tables, the TO on that posse will raise the Orange/Red Flag. When all posses on the bay have raised their flags, down range movement may commence. No gun handling or activity at the tables shall be conducted while Orange/Red Flags are up. When all movement down range has ceased and everyone has returned to the Up Range side of the firing line, Flags may be lowered and shooting continued. Down Range activities on single stage bays shall be conducted by the TO for that posse, flags are not required.
16. **Cease Fires:** When a cease fire is called, all active shooters including those on adjacent stages in the same bay must cease fire immediately and make firearms safe, move to the unloading table, and ground all firearms.
17. Spotters must position themselves to clearly see the targets being engaged, and move, if necessary. Spotters are reminded that spotting is an extremely important job in operation of a posse, and that some targets do not “ring” when hit. Therefore, the absence of sound does not necessarily indicate the target has been missed. Spotters **MUST SEE A MISS**, and any doubt will be given to the shooter. (ref: Miss Flow Chart SHB)
18. Disputes or appeals shall, whenever possible, be handled on the posse by the Posse Marshal. The chain of authority for further disputes or protests shall be the “on duty” Match Range Officers. The next and final authority shall be the Match Director or Range Master. The MD/RM *may*, at their discretion, form a committee of 3 TGs and proceed per SASS rules. Disputes or appeals must be registered with the Posse Marshal before the posse leaves the stage where the issue or incident occurred. The dispute shall be heard and processed as soon as practically possible by match officials. Any disputes or protests brought to the Posse Marshal or any match officials after this time will **NOT** be entertained.
19. Show courtesy to the posse ahead of you. Posse members should not crowd the posse ahead and should not move into the stage area until vacated by the previous posse.
20. **Malfunctioning/Jammed Firearms:** Firearms that cannot be cleared and made safe **MUST** remain on the bay/unloading table. In the event a malfunctioning/jammed firearm cannot be cleared at the unloading table, contact the Match ROs and a gunsmith will be called to the Bay to assist. **Loaded firearms** are **NOT** to be transported away from the stage without direct, match official supervision. Failure to comply with this rule will result in a Match DQ.
21. **In Hand** or **In Hands** means holding the firearm with **both hands** with the firearm pointed in a safe direction including pointing at the target. *In the case of a long gun, the shooter may have the firearm shouldered and be aiming at the target, action closed, **No** round under the hammer*
22. **Hand(s) on Firearm(s)** means hand gripping pistol completely in the holster, or hand or hands touching the long gun, and the long gun must be flat on the table. Hands/fingers cannot be under the long gun.
23. Safety First Always . . . And please do have fun!



# The Posse System

You have been assigned to a specific numbering system that has a designated time for each Stage. You will shoot with this Posse throughout the entire match. Any shooter not maintaining his/her Posse position at the required shooting time intervals will be classified as a DNF (Did Not Fire).

# Public Notice

This is to inform all End of Trail participants and spectators that your picture may be used by End of Trail or other publications. If you have objections to this, come and tell us at Registration. Photos remain the property of End of Trail with all publication release rights. So you should remember to smile a lot while you're here!

# Scoring Procedures

The Wild Bunch & the Cowboy match will be scored on total time. Computerized scores will be available for contestants to check against their scorecard. Each shooter is responsible to report any errors to the scoring staff. As of 5:00 PM on Tuesday the computerized Wild Bunch scores will be considered correct and final. As of 9:00 am on Sunday, all computerized scores for the cowboy match will be considered correct and final. Scoring will be raw time plus 5 seconds for each miss and 10 seconds for each procedural. Scoring will be in accordance with SASS Rules. In the unlikely event of severe, inclement weather or any other conditions which may adversely affect the safety of the match, the EOT Board, in conjunction with SASS Officials, will determine the appropriate course of action.

# Costume Contest Rules

## Costume Contest Rules

Contestants must be a registered shooter or conventioner of End of Trail, a family member, or a participating vendor. All categories will be judged on: Authenticity 40%, Originality 20%, Detail 20%, Knowledge of Costume 20%

While a prepared "story" describing your costume/character is not required, it can be helpful in breaking a scoring tie.

## Shooting Costume Contests

### Wild Bunch

Judging will be from 12:00 PM-2:00 PM on Monday afternoon in the Stage Stop (formerly Parson's Place).

**Categories:** Best Lady • Best Man

### Cowboy Action

Judging will be from 10:30 AM-2:30 PM Thursday afternoon in the Stage Stop (formerly Parson's Place).

**Categories:** Best Lady • Best Man • Best Junior Girl • Best Junior Boy

## Evening Costume Contest

Judging will be from 5:00 PM-7:00 PM Saturday in the Main Tent.

There will be a costume promenade on Saturday after dinner at approximately 7:30 PM followed by the awards presentation.

All contestants are urged to participate in the promenade.

**Categories:** Best Dressed Lady • Best Dressed Gentleman • Best Dressed Military • Best Dressed Junior Girl

Best Dressed Junior Boy • Best Dressed Silver Screen Lady (B-Western/Steampunk/Movie/TV)

Best Dressed Silver Screen Man (B-Western/Steampunk/Movie/TV)

## Redshirtfridays

The mission of Redshirtfridays.org is to show support for our servicemen and women. They are not a political organization. They do not care whether or not one supports or does not support the war. They care only about making our support of our servicemen and women known to our fellow Americans and the world.

We are a silent majority that does not wish to remain silent anymore. We need to let our servicemen and women know we support their sacrifice and we will not forget them and we will do this by wearing red on every Friday.

## The Arizona Territorial Company Of Rough Riders

Over the past 15 years, the Arizona Territorial Company of Rough Riders have contributed over \$255,000 to numerous charitable needs including the following: SASS Scholarship Foundation, Happy Trails Children's Foundation, Paradise Valley Rotary Foundation, Scottsdale Healthcare Foundations, Rocky Mountain Elk Foundation, 100 Club of Arizona, Ronald McDonald House Charities, Boy Scouts of America, Wounded Warrior Project & American Cancer Society.



# End of Trail 2024

## Wild Bunch Action Shooting Match



### 2024 End of Trail WILD BUNCH RULE REMINDERS

*Shooters must have a good working knowledge of the 2024 SASS Wild Bunch rules and the firearms they are using.*

Definitions for **At the ready**, **In hand(s)** and **Hands on gun** are found on page 12 and 13 of this Match Book.

Magazines, spare rifle ammunition and shotgun shells may be staged anywhere as long as they are brought to the stage safely and legally. 1911 magazines may be loaded at any time.

#### Some of the Wild Bunch rule changes for 2024 are listed below:

**Procedural** - First offence in the same match for shooting out of category.

**Spirit of the game – 30 second penalty** - Ammunition that does not meet power factor or minimum velocity.

**Stage Disqualification** - Re-staging a long gun for further use with the hammer not fully down on an empty chamber or fired case and the action closed. Hammer cannot be on the safety notch.

Changing location with a rifle or shotgun with the action closed and the hammer cocked (exception for rifle from the loading table to the stage with no round chambered).

**Movement** - Rifle and shotgun are safe for movement: 1) with hammer fully down on an empty chamber or expended round with the action closed or 2) with the action open and a round on the carrier or in the chamber.

**Firearm safe to leave the shooter's hand** - Rifle and shotgun are safe to leave the shooter's hand if empty OR, if being staged for re-use, they can have the hammer fully down on an empty chamber or spent round with the action closed.

**Finger in trigger guard** - Shooters will get **one** warning for illegally having their finger inside the trigger guard of the 1911. The second time an **MSV** will be assessed.

#### The new SASS rule for bringing the rifle from the Loading Table to the line does not apply to the shotgun.

In accordance with Ben Avery Shooting Range rules, single shot and double-barreled shotguns will be staged open and empty as per SASS cowboy rules.

#### Other rule reminders

Once drawn, the 1911 may only be re-holstered if it has **not** been charged **or** after it has been cleared by a match official at the end of the stage.

There is no penalty for overloading any firearm if the extra rounds are not used. If used, they are considered illegally acquired ammunition and result in a procedural. The extra shots are not scored. There will be no correction of time.

**SPOTTERS:** This is a World Championship match. The benefit of the doubt goes to the shooter. Please focus on your job when assigned. If you have trouble spotting, get someone to replace you.

# Wild Bunch Speed & Side Match Information

## WILD BUNCH SPEED MATCH

Monday: – Stage 4, Bay 4, 2 PM to 4 PM

**Start: At the ready:**

**Speed pistol** – Bay 4 – 14 rounds – Double tap Nevada sweep starting on either end.

**Speed rifle** – Bay 4 – 10 rounds – Single tap Nevada sweep, starting on either end.

**Speed shotgun** – Bay 4 – 6 rounds – 6 targets, any order.



## TEDDY ROOSEVELT AND DOUGHBOY

Wednesday: 8 AM to 12 noon, Bay 5 and 6

Round count: **Teddy Roosevelt** - 76P, 19R, 14SG: **Doughboy** - 63P, 21R, 14SG

You may shoot both matches depending on time.

The third stage may not be shot as the match must be finished by 12:00 Noon.



## BAMM and TEDDY ROOSEVELT RIFLE – Wednesday: 2 PM to 4 PM

**BAMM 10 rounds, Teddy Roosevelt 7 rounds**

Beyond Bay 14 beside cowboy long range.

One target at 80 yards and one at 130 yards approximately.

Shooting position: standing, kneeling sitting or prone with no aids except an attached sling correct for that rifle.

**BAMM** - Start standing, with 5 rds in the magazine, bolt open. At the buzzer, alternate each target for 5 rds starting on either target. Reload off the clock and follow the same instructions again.

*Highest number of hits wins. A tie will be broken by the shortest time.*

**Teddy Roosevelt rifle** – Start standing with 5 rounds in the magazine action closed on an empty chamber. At the buzzer, alternate each target for 7 rounds, starting on either target. Two rounds are loaded on the clock at any time after the buzzer.

*Highest number of hits wins. A tie will be broken by the shortest time.*

## SERGEANT YORK – Wednesday: 2 PM to 4 PM – 5 rifle and 6 pistol

Beyond Bay 14 beside the BAMM match – 1911 Pistol & BAMM Rifle

Two rifle targets, one each at 75 and 100 yards and 6 pistol targets between 25 and 50 yards.

Shooting position: standing unsupported.

Start with rifle in hand, 5 rds in the magazine, bolt open, pistol holstered. Alternate one shot on each the two rifle targets, for a total of 5 rds., starting on either target. Place the rifle safely on the table and then engage the 6 pistol targets in a sweep, **starting on the far target.**

*Highest number of hits wins. A tie will be broken by the shortest time.*

## LONG RANGE 1911 AND PISTOL CALIBER RIFLE – Wednesday: 2 PM to 4 PM

Shooting on cowboy long range revolver and main match rifle stages

**1911:** 7 rds., alternating on two targets at 60 – 75 yards, start pistol holstered

**Wild Bunch Match Rifle:** 10 rds, rifle in hand, alternating on two targets at 65 – 100 yards

# 2024 End of Trail

## Wild Bunch Action Match

### Shooting Schedule

MONDAY	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
Time	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #
8:15AM - 9:15AM	701	702	703	704	705	706	707	708	709	710
9:15AM- 10:15AM	705	701	702	703	704	710	706	707	708	709
10:15AM-11:15AM	704	705	701	702	703	709	710	706	707	708
11:15AM-12:15AM	703	704	705	701	702	708	709	710	706	707
12:15PM-1:15PM	702	703	704	705	701	707	708	709	710	706
TUESDAY	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
Time	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #
7:30AM - 8:30AM	706	707	708	709	710	701	702	703	704	705
8:30AM - 9:30AM	710	706	707	708	709	705	701	702	703	704
9:30AM - 10:30AM	709	710	706	707	708	704	705	701	702	703
10:30AM-11:30AM	708	709	710	706	707	703	704	705	701	702
11:30AM-12:30PM	707	708	709	710	706	702	703	704	705	701

## 2024 End of Trail

## Wild Bunch Match Sponsor

### WILD WEST MERCANTILE

7302 E. Main Street Suite #7 ~ Mesa, AZ 85207  
Toll Free: 800-596-0444 ~ Local: 480-218-1181

### End of Trail Costume Contest Sponsor

OFFICIAL CLOTHIER OF SASS

**Our Store is Located in East Mesa**

We are on Main Street between Power Rd & Sossamon Rd in the Sun Valley Plaza on the north side of the street

**Store Hours**  
Monday-Friday 10am-5pm  
Saturday 10am-5pm  
Closed Sunday  
**480-218-1181**

### End Of Trail Savings

# 25% OFF

Coupon Expires : 03/11/24

Offer good for 25% your purchase  
Must present coupon at time of instore purchase  
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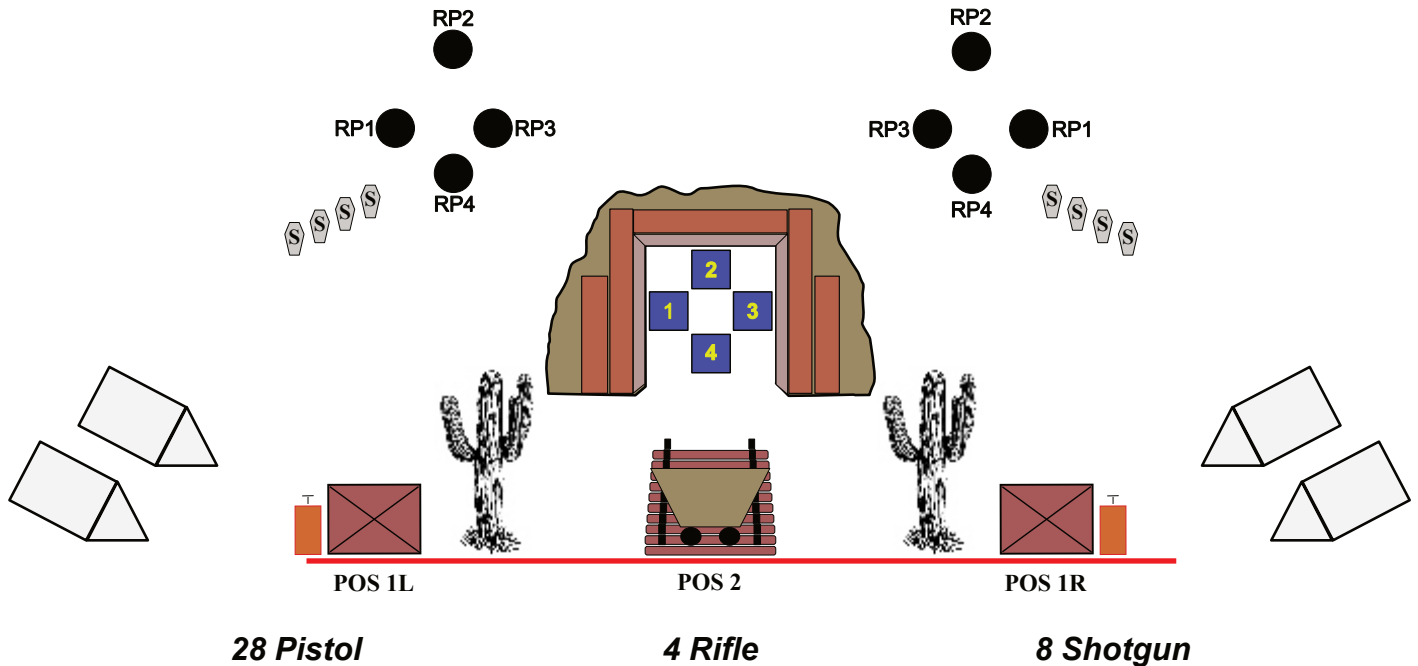
Excludes Gift Certificates, Ladies Millinery.  
Some In store restrictions apply  
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# WILD BUNCH Stage 1



**START:** At **POS 1L** or **POS 2** or **POS 1R** At the Ready. Rifle and Shotgun both staged anywhere safely. Pistol loaded and holstered. Shooter may start at the position of their choice. Firearms may be used in any order but Rifle must not be last.

Shooter may indicate ready by saying **"WHEN I GET MY SHARE OF THE GOLD..."**

## ON SIGNAL:

### With Pistol

From **POS 1L** or **POS 1R** double tap the RP targets, continuously, alternating between pairs of Odd and Even numbered targets for 14 rounds. Sequence may start on any target (ie: 1-1,3-3,2-2,4-4,1-1,3-3,2-2 -or- 2-2,4-4,1-1,3-3,2-2,4-4,1-1).

From **POS 2** double tap the P targets, continuously, alternating between pairs of Odd and Even numbered targets for 14 rounds. Sequence may start on any target (ie: 1-1,3-3,2-2,4-4,1-1,3-3,2-2 -or- 2-2,4-4,1-1,3-3,2-2,4-4,1-1).

### With Rifle,

From **POS 1L** or **POS 1R** single tap the RP targets, alternating between pairs of Odd and Even numbered targets with 4 rounds. Sequence may start on any target (ie: 1,3,2,4). Make Rifle Safe.

### With Shotgun,

From **POS 1L** and **POS 1R** engage four "S" targets in front of each position. Make Shotgun safe.

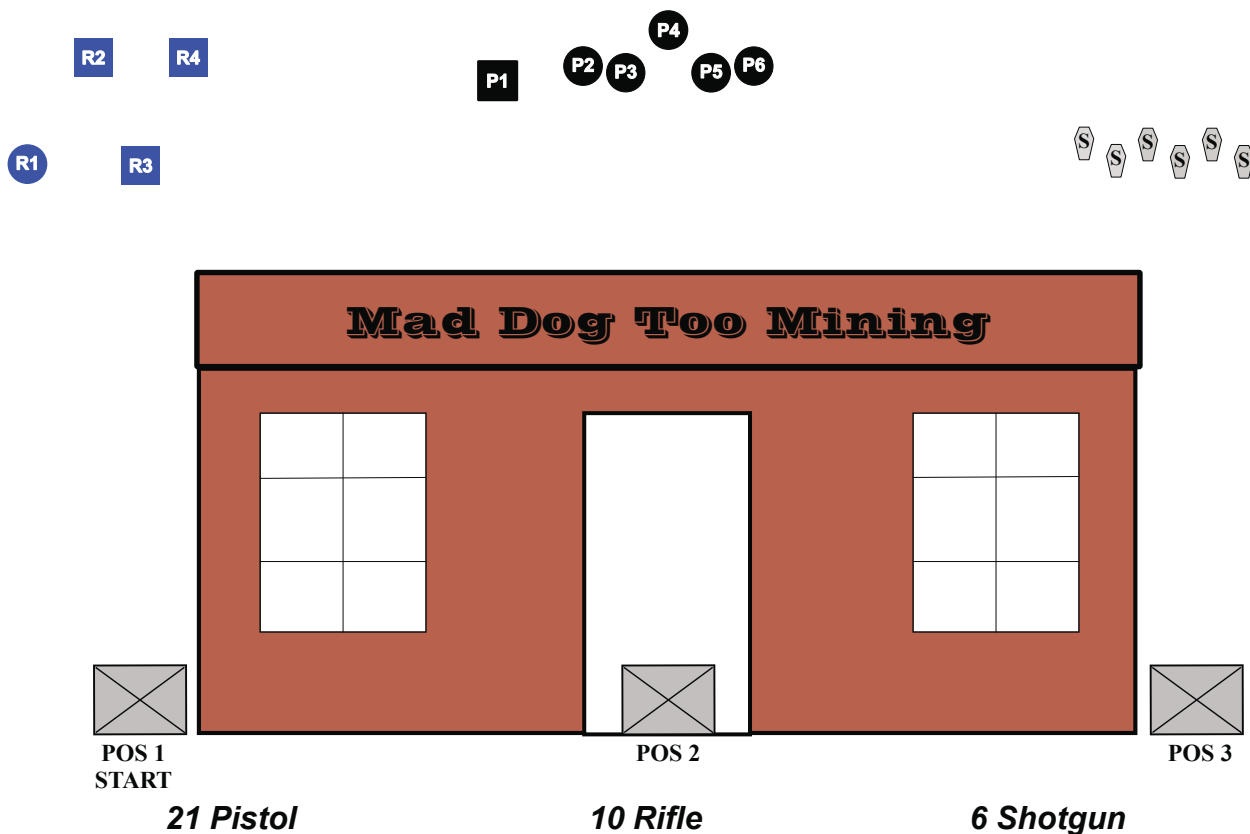
**Note:** Rifle cannot be last firearm used. Pump and Lever Shotguns may be stoked with up to 6 rounds in the magazine. **Break Open Shotguns must be staged Open and Empty (no rounds in the chambers).**

*Thanks  
For Sponsoring  
Wild Bunch Junior  
Shooters*

**BULLETS BY**  
*Scarlett*



# WILD BUNCH Stage 2



**START:** At **POS 1** Hands flat on cargo box. Rifle staged at POS 1. Shotgun staged anywhere safely. Pistol loaded and holstered.

Shooter may indicate ready by saying "WHAT ABOUT OUR GOLD?"

**ON SIGNAL:**

**With Rifle,**

From **POS 1** engage the "R" targets in the following sequence, R1, R1-R2, R1-R2-R3, R1-R2-R3-R4 for 10 rounds. Make Rifle Safe.

**THEN With Pistol**

From **POS 2** engage the "P" targets in the following sequence, P1, P1-P2, P1-P2-P3, P1-P2-P3-P4, P1-P2-P3-P4-P5, P1-P2-P3-P4-P5-P6 for 21 rounds.

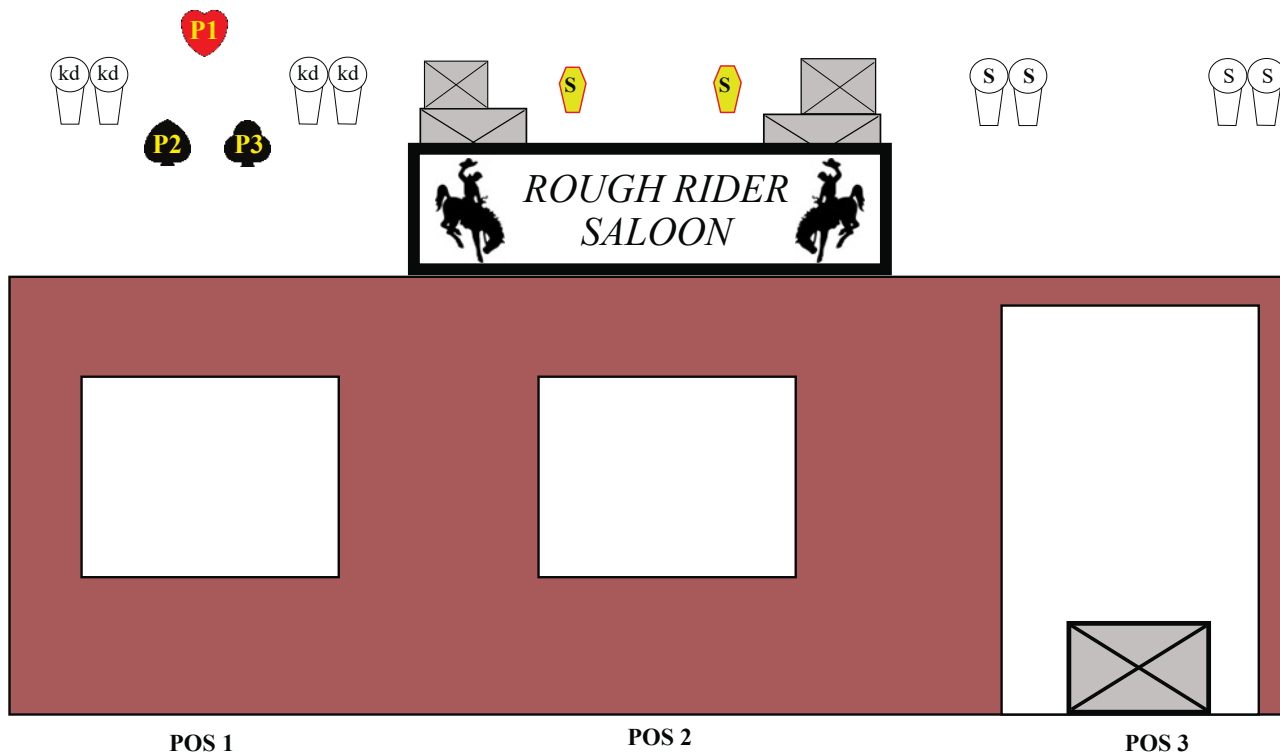
**THEN With Shotgun,**

From **POS 3** engage six "S" targets in front. Make Shotgun safe.

**Note:** Rifle cannot be last firearm used. Pump and Lever Shotguns may be stoked up to 6 rounds in the magazine. **Break Open Shotguns must be staged Open and Empty (no rounds in the chambers).**



# WILD BUNCH Stage 3



POS 1

POS 2

POS 3

**28 Pistol**

**6 Rifle**

**6 Shotgun**

**START:** At **POS 1** or **POS 2** or **POS 3** At the Ready. Rifle and Shotgun both staged anywhere safely. Pistol loaded and holstered. Shooter may start at the position of their choice. Firearms may be used in any order but Rifle must not be last.

Shooter may indicate ready by saying **"WHAT'S OUR NEXT MOVE?"**

## ON SIGNAL:

### With Pistol

From **POS 1** double tap P1, P2, P3 and engage one KD. Repeat the instructions using the other 3 KD targets.

### With Rifle,

From **POS 2** double tap R1, R2 and R3. Make Rifle Safe.

### With Shotgun,

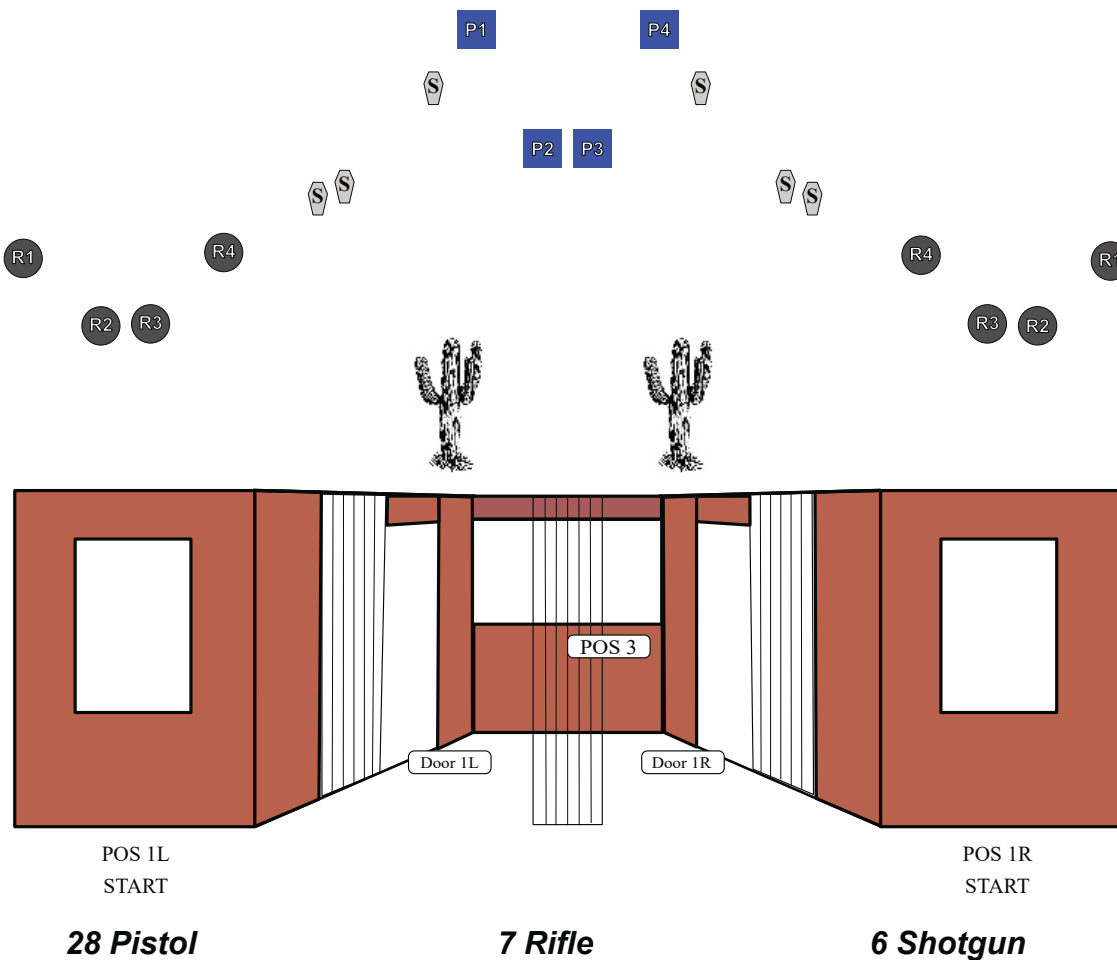
From **POS 2** and **POS 3** engage the "S" targets in front of each position. Make Shotgun safe.

**Note:** Rifle cannot be last firearm used. Pump and Lever Shotguns may be stoked with up to 6 rounds in the magazine. **Break Open Shotguns must be staged Open and Empty (no rounds in the chambers).**



# WILD BUNCH

## Stage 4



**START:** At **POS 1L** or **POS 1R** with Rifle loaded with 7 rounds **In Hand**. Shotgun staged anywhere safely. Pistol loaded and holstered.

Shooter may indicate ready by saying **"LET'S GO!"**

### ON SIGNAL:

#### With Rifle

From **POS 1L** or **POS 1R** engage the "R" targets starting on either end in the following sequence: R1, R2-R2, R3-R3, R4 or R4, R3-R3-R3, R2-R2, R1. Make rifle safe pointing into the side berm, **parallel to the guide block**.

#### THEN With Shotgun,

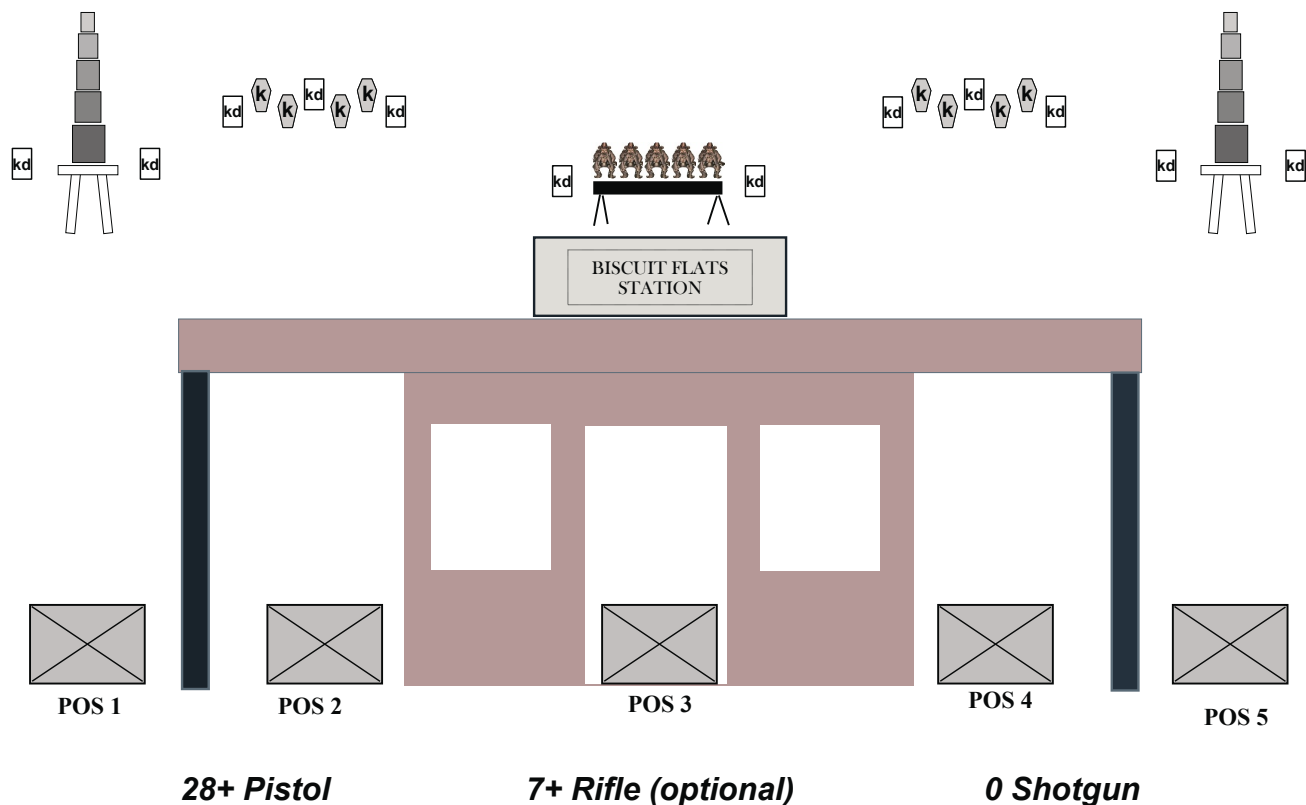
From **Door 1L**, **Door 1R** and **THEN POS 3**, engage the 2 shotgun targets in front of each position. Make Shotgun safe at **POS 3**

#### THEN With Pistol,

From **POS 3** engage the "P" targets in the following sequence: P1, P2-P2-P2, P3-P3, P4 and P4, P3-P3-P3, P2-P2, P1 for 14 rounds. Repeat the instructions for another 14 rounds. May start on either end.

**Note:** Rifle cannot be last firearm used. Pump and Lever Shotguns may be stoked with up to 6 rounds in the magazine. **Break Open Shotguns must be staged Open and Empty (no rounds in the chambers).**

# WILD BUNCH Stage 5



**START:** At any position, shooter's choice. **At the ready.** Pistol loaded and holstered. Optional, Rifle loaded with 7 rounds staged at any position. Pistol and Rifle can be used in any order but Rifle must not be last.

Shooter may indicate ready by saying: **"WE SHOT OUR WAY OUT OF THAT TOWN!"**

**On Signal:**

Using Pistol, and Rifle if desired, engage all 35 targets until down. **Must use all 5 positions.**

**Rifle** may only be used from one position. Rifle may be reloaded, but must be discarded open, no live round in the chamber.

Targets may only be engaged from the position they are directly in front of, or the position immediately adjacent. **Failure to follow this instruction will result in the shooter being immediately stopped and given a Stage Disqualification.**

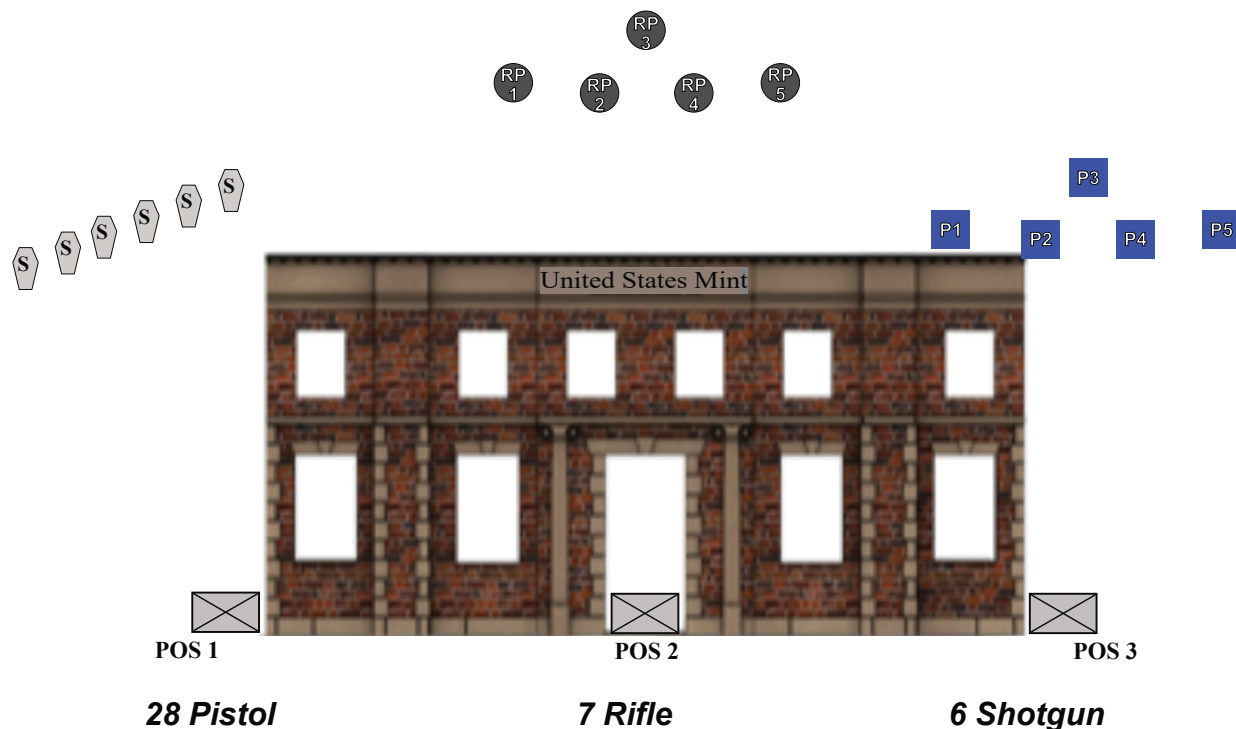
**Note:** Rifle cannot be last firearm used.





# WILD BUNCH

## Stage 6



**START:** At **POS 1L** or **POS 2** or **POS 1R** One hand on firearm of choice. Long Guns flat on box. Rifle and Shotgun staged anywhere safely. Pistol loaded and holstered. Shooter may start at the position of their choice. Firearms may be used in any order but Rifle must not be last.

Shooter may indicate ready by saying "WHY NOT?"

### ON SIGNAL:

#### With Pistol

From **POS 3**, engage P targets in the following sequence: P1-P1, P5-P5, P2, P4, P3, **THEN** reverse: P3, P2, P4, P5-P5, P1-P1 for 14 rounds, starting on either end.

From **POS 2**, engage RP targets in the following sequence: RP1-RP1, RP5-RP5, RP2, RP4, RP3 **THEN** reverse: RP3, RP2, RP4, RP5-RP5, RP1-RP1 for 14 rounds, starting on either end.

#### With Rifle,

From **POS 2** engage RP targets in the following sequence: RP1-RP1, RP5-RP5, RP4, RP2, RP3 starting from either end.

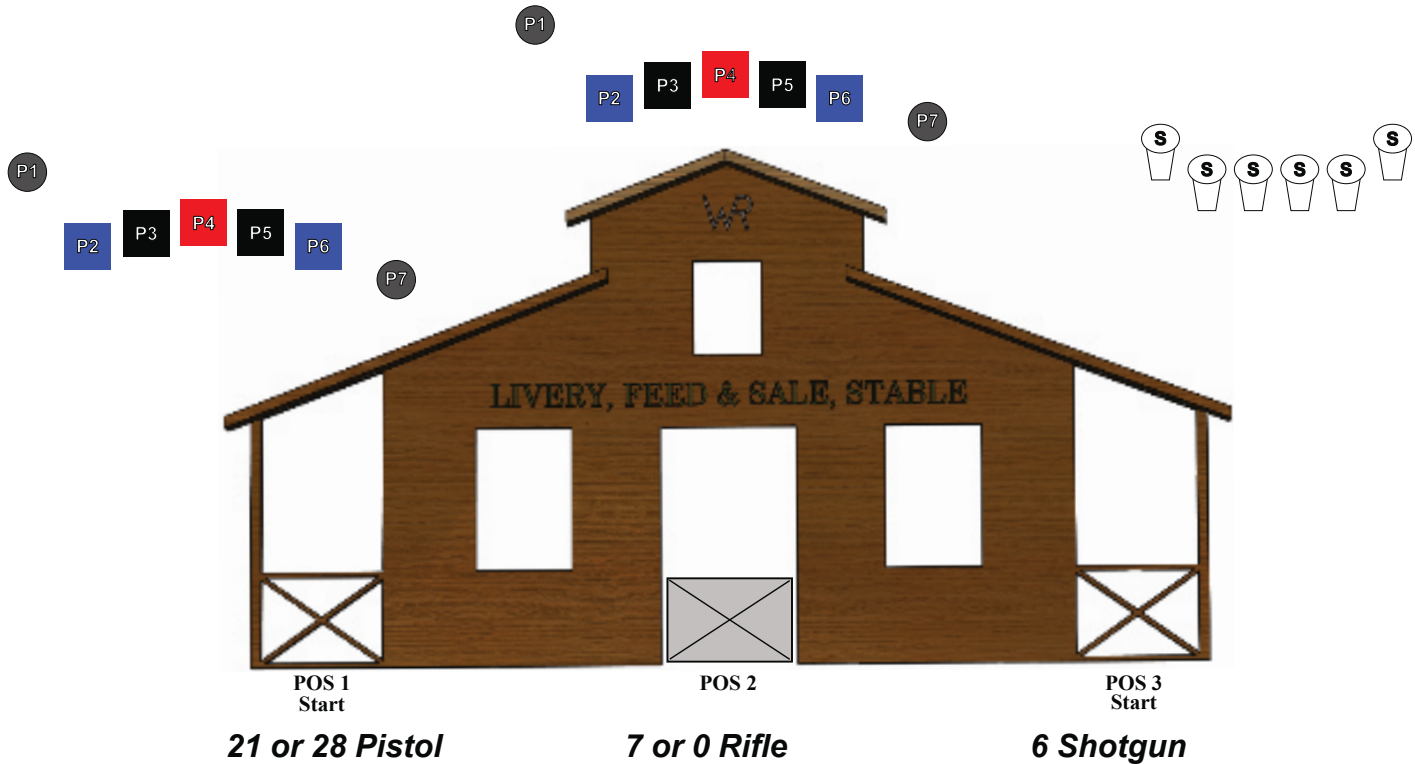
#### With Shotgun,

From **POS 1** engage "S" targets in the following sequence: Outside, Outside, Inside, Inside, Center, Center starting on either end.

**Note:** Rifle cannot be last firearm used. Pump and Lever Shotguns may be stoked with up to 6 rounds in the magazine. **Break Open Shotguns must be staged Open and Empty (no rounds in the chambers).**



# WILD BUNCH Stage 7



**START:** At position of shooter's choice, **Facing Up-range**. Rifle, if used, and Shotgun staged anywhere safely. **Empty pistol and loaded magazine staged separately anywhere.** Firearms may be used in any order but Rifle must not be last.

Shooter may indicate ready by saying **"WE'RE GONNA STICK TOGETHER!"**

## ON SIGNAL:

### With Pistol

From **POS 1**, double tap P1, single tap P2, P3, P4, P5, P6 **THEN** double tap P7, single tap P6, P5, P4, P3, P2. May reverse the complete sequence, starting on P7.

From **POS 2**, you may either repeat the pistol instructions for POS 1 for 14 rounds. **OR**, you may shoot the **first 7** round string with your pistol and the **second 7** round string with your rifle,.

### With Shotgun,

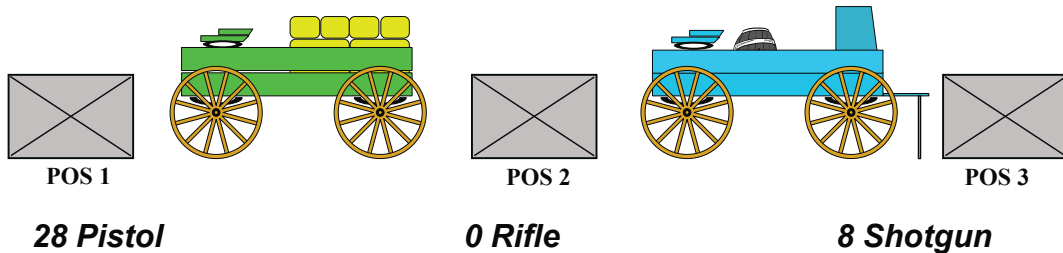
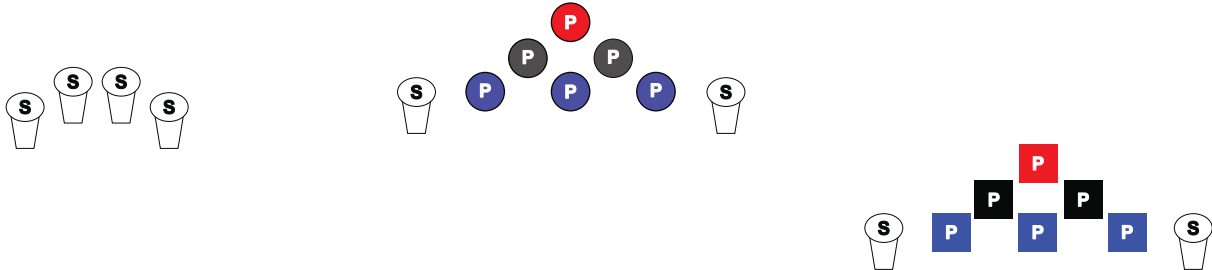
From **POS 3** engage the six shotgun targets.

**Note:** Shooter starts Facing Up-range (Back to the targets). Rifle cannot be last firearm used. Pump and Lever Shotguns may be stoked with up to 6 rounds in the magazine. **Break Open Shotguns must be staged Open and Empty (no rounds in the chambers).**



# WILD BUNCH

## Stage 8



**START:** At position of shooter's choice, **Hands on Hat**. Shotgun staged flat on any table. Pistol loaded and staged flat on any table. Firearms may be used in any order.

Shooter may indicate ready by saying **"THIS TIME WE DO IT RIGHT!"**

### ON SIGNAL:

#### With Pistol

From **POS 2 and POS 3**, engage targets in the following sequence, **Triple** tap each target in the bottom row (**Blue**), **THEN, Double** tap each target in the middle row (**Black**), **THEN, Single** tap the top target (**Red**)

#### With Shotgun,

From **POS 1, POS 2** and **POS 3** engage the shotgun targets.

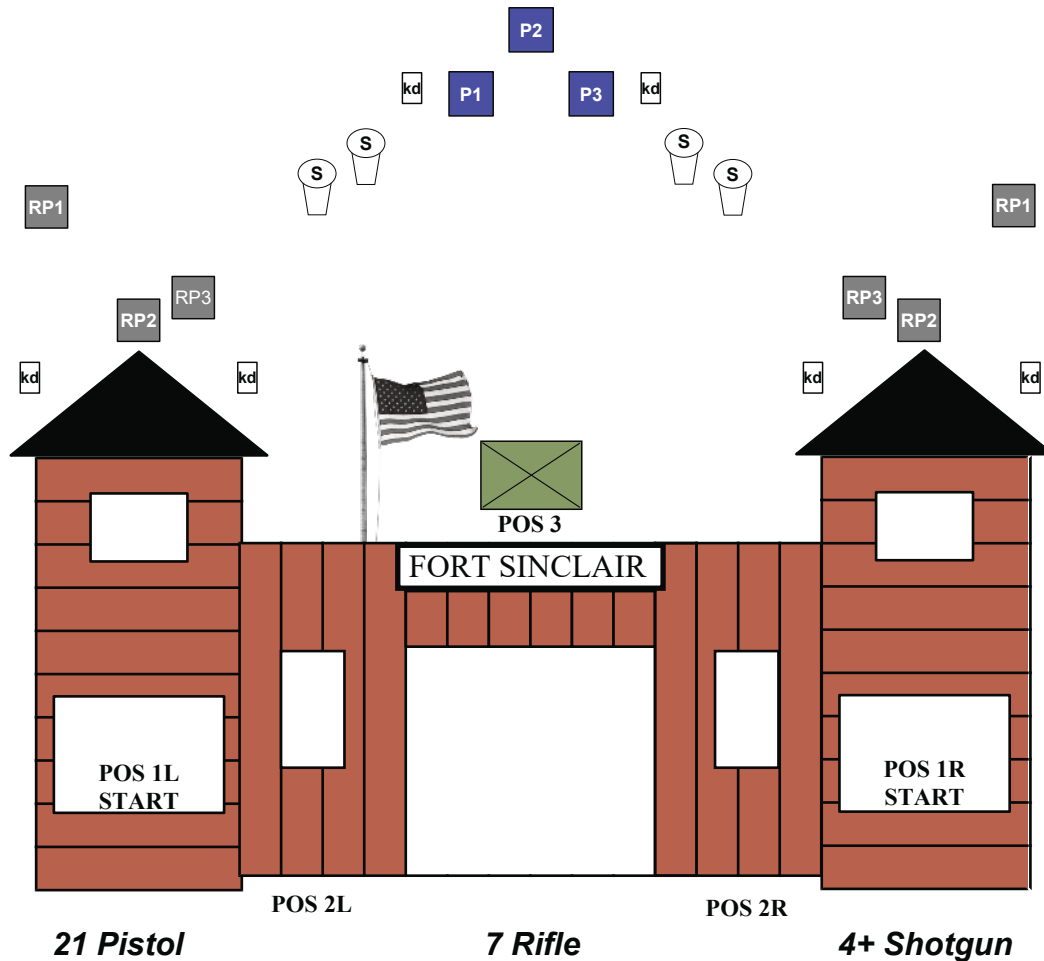
**Note:** Pump and Lever Shotguns may be stoked with up to 6 rounds in the magazine. **Break Open Shotguns must be staged Open and Empty (no rounds in the chambers).**





# WILD BUNCH

## Stage 9



**START:** At **POS 1L** or **POS 1R** with Rifle loaded with 7 rounds **staged vertically**. Shotgun staged at **POS 3 flat on the box and inside the vertical boards**. Pistol loaded and holstered.

Shooter may indicate ready by saying **"WE GOTTA START THINKIN' BEYOND OUR GUNS!"**

**ON SIGNAL:**

**With Rifle,**

From **POS 1L** or **POS 1R**, alternate between RP1 and RP2 for 6 rounds and engage one KD. **Make** rifle safe aligned to the guide bar pointing into the side berm, or vertically.

**THEN With Pistol**

At **POS 1L** or **POS 1R**, alternate between RP2 and RP3 for 6 rounds and engage the other KD. Move to **POS 3**

From **POS 3** with pistol, alternate between P1 and P2 for 6 rounds and engage one KD. THEN, alternate between P2 and P3 for 6 rounds and engage the other KD

**THEN With Shotgun,**

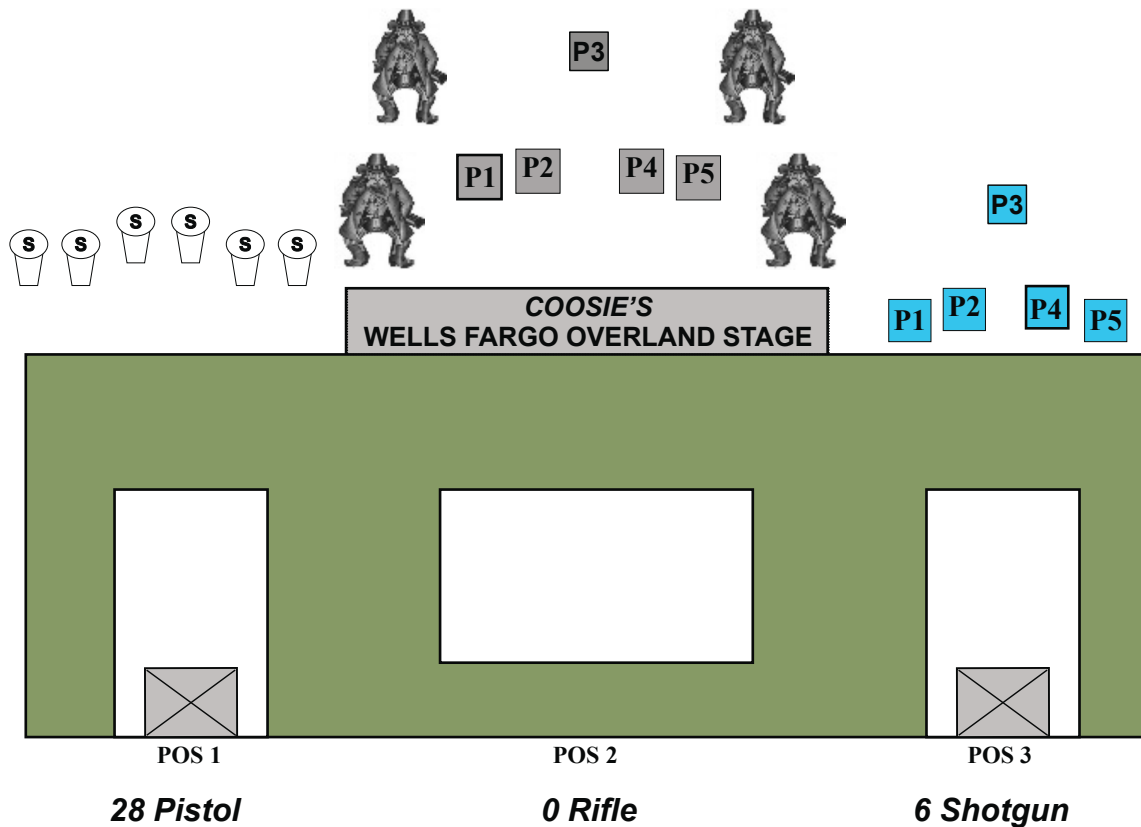
From **POS 3** engage the 4 "S" targets. If any SG or KD targets at POS 3 remain standing, you may reload the shotgun and re-engage. It is the shooter's responsibility to determine if they wish to re-engage.

**Note:** Rifle cannot be last firearm used. Pump and Lever Shotguns may be stoked with up to 6 rounds in the magazine. **Break Open Shotguns must be staged Open and Empty (no rounds in the chambers).**



# WILD BUNCH

## Stage 10



**START:** At position of shooter's choice, **Pistol** or **Shotgun** in hand. Otherwise, Pistol loaded and holstered or Shotgun staged anywhere safely. Firearms may be used in any order.

Shooter may indicate ready by saying **"THE LAND HAD CHANGED. THEY HADN'T!"**

**ON SIGNAL:**

**With Shotgun,**

From **POS 1** engage the six shotgun targets.

**With Pistol**

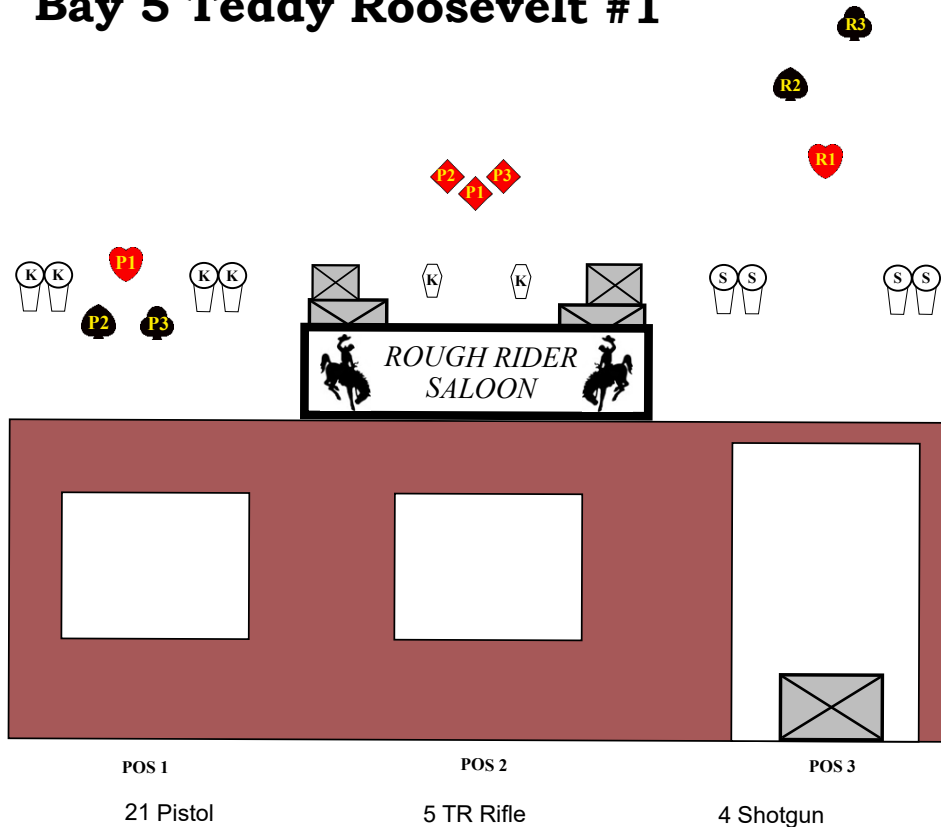
From **POS 2**, engage the targets in the following sequence: P1, P3, P2, P3, P4, P3, P5 starting from either end. Repeat instruction for a total of 14 rounds.

From **POS 3**, engage the targets in the following sequence: P1, P3, P2, P3, P4, P3, P5 starting from either end. Repeat instruction for a total of 14 rounds.

**Note:** Pump and Lever Shotguns may be stoked with up to 6 rounds in the magazine. **Break Open Shotguns must be staged Open and Empty (no rounds in the chambers).**



# Bay 5 Teddy Roosevelt #1



**START:** At POS 1 (Left Window) or POS 3 (Doorway) **At the Ready.** Rifle and shotgun staged anywhere safely. Pistol holstered. Stage may be engaged **Left-to-Right** or **Right-to-Left.**

**ON SIGNAL:**

**With Pistol,**

From POS 1, engage two KD targets, P1 (Heart) once, P2 (Spade) twice and P3 (Club) twice for 7 rounds. Repeat the instruction with the next 7 rounds using the other two KD targets. Targets may be engaged in any order, this is a Round Count sequence

From POS 2, engage two KD targets, P1 once, P2 twice and P3 twice for 7 rounds.

**With Rifle,**

From POS 3, engage R1(Heart) once, R2 (Spade) twice and R3 (Club) twice. Rifle targets may be engaged in any order, this is a Round Count sequence. Make Rifle safe

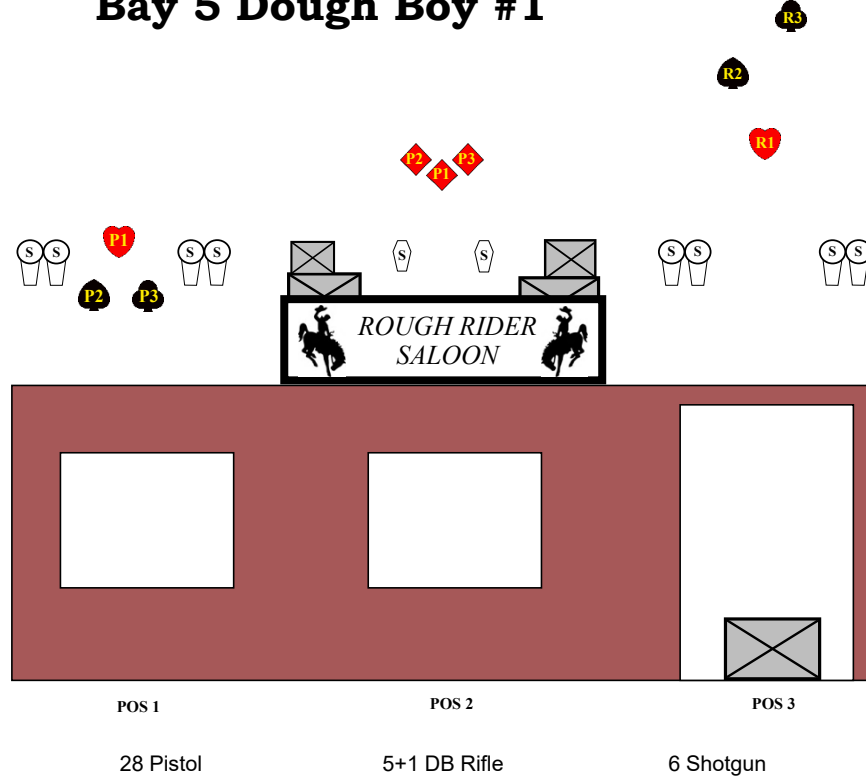
**With Shotgun,**

From POS 3, engage the four "S" targets in front. **Make Shotgun safe.**

**Note:** At POS 3 either Rifle or Shotgun may be used first.

**Teddy Roosevelt** - Rifle Caliber Lever Action Rifle manufactured before the end of **WWI.**

# Bay 5 Dough Boy #1



**START:** At any position with firearm of choice in hand. Rifle and shotgun, In Hand or staged anywhere safely. Pistol In Hand or Holstered. Stage may be engaged starting at any position.

**ON SIGNAL:**

**With Rifle,**

At POS 3, engage R1, R2 and R3 in a Double Tap Nevada sweep starting on R1 (middle) for 6 rounds. You cannot reload until after firing the first 5 rounds.

**With Shotgun,**

At POS 3 engage 4 KD targets

At POS 1 engage 2 KD targets.

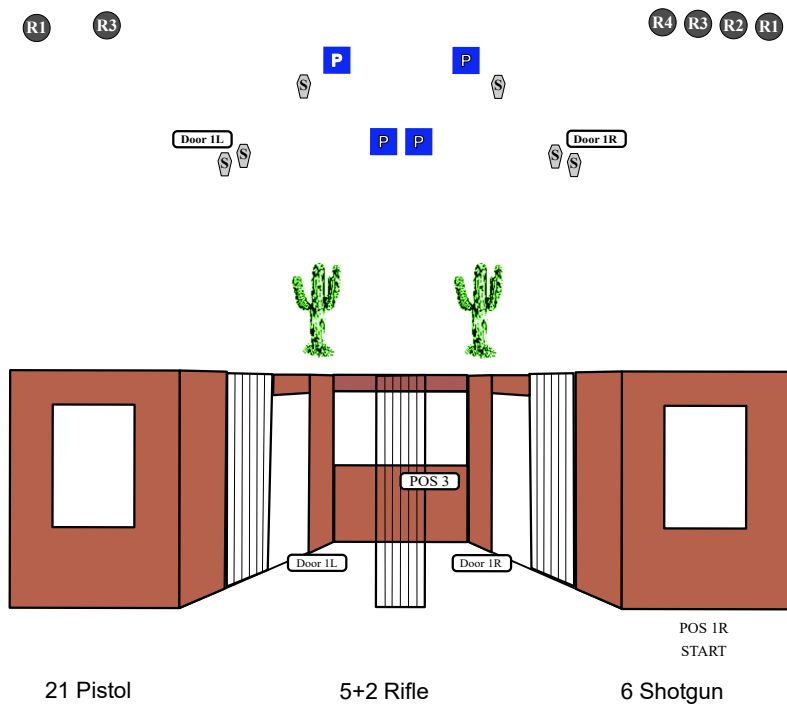
**With Pistol,**

At POS 1, Double Tap P1, P2, P3 and 1 KD target. Repeat the instruction using another KD. (14 rounds)

At POS 2, Double Tap P1, P2, P3 and 1 KD target. Repeat the instruction using another KD. (14 rounds)

**Note:**

## R2 R4 Bay 6 Teddy Roosevelt #2



**START:** At **POS 1R** (Window) Both hands touching the window frame at **shoulder Height**. Rifle loaded 5 rounds and Shotgun loaded with 6 rounds staged anywhere safely. Pistol holstered.

### ON SIGNAL:

#### With Rifle,

At **POS 1R**, engage R1-R4 in a 1-2-2-2 Sweep starting on either end for 7 rounds, reloading after firing the first 5 rounds. **Make Rifle safe flat on the window shelf pointing into the Berm.**

#### With Shotgun,

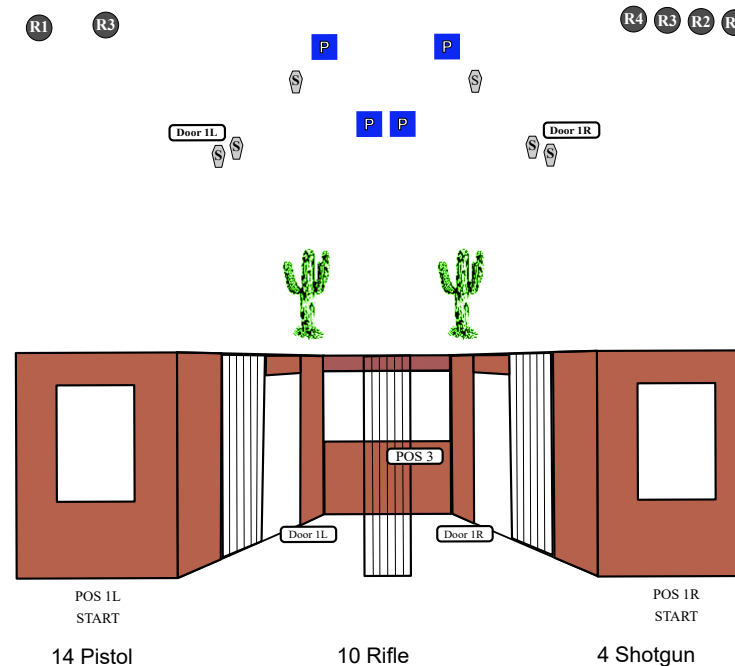
From **Door 1L**, **Door 1R** and **POS3** engage two shotgun targets from each location. **Door 1L** and **Door 1R** must be used before **POS 3**. **Make Shotgun safe at POS 3.**

#### With Pistol,

From **POS 3** engage P1-P4 in a 1-2-2-2 Sweep starting on either end for 7 rounds. Repeat the instruction, starting on the opposite end for 7 rounds. Repeat the instruction, starting on the opposite end for 7 rounds. (Three sweeps for 21 rounds)

**Note:** Rifle barrel must be pointed to berm before moving down range.

## R2 R4 Bay 6 Dough Boy #2



**START:** At **POS 1L** or **POS 1R**, Rifle loaded with 5 rounds held in both hands. Shotgun staged anywhere safely. Pistol holstered.

### ON SIGNAL:

#### With Rifle,

From **POS 1L**, engage R1-R4 with **at least** 1 round each for 5 rounds. Targets may be engaged in any order.

From **POS 1R**, engage R1-R4 with **at least** 1 round each for 5 rounds. Targets may be engaged in any order.

**Make Rifle safe, flat on the window shelf pointing into the Berm.**

#### With Shotgun,

From **Door 1L** and **1R**, engage two Shotgun targets from each doorway. **Make Shotgun safe at POS 3.**

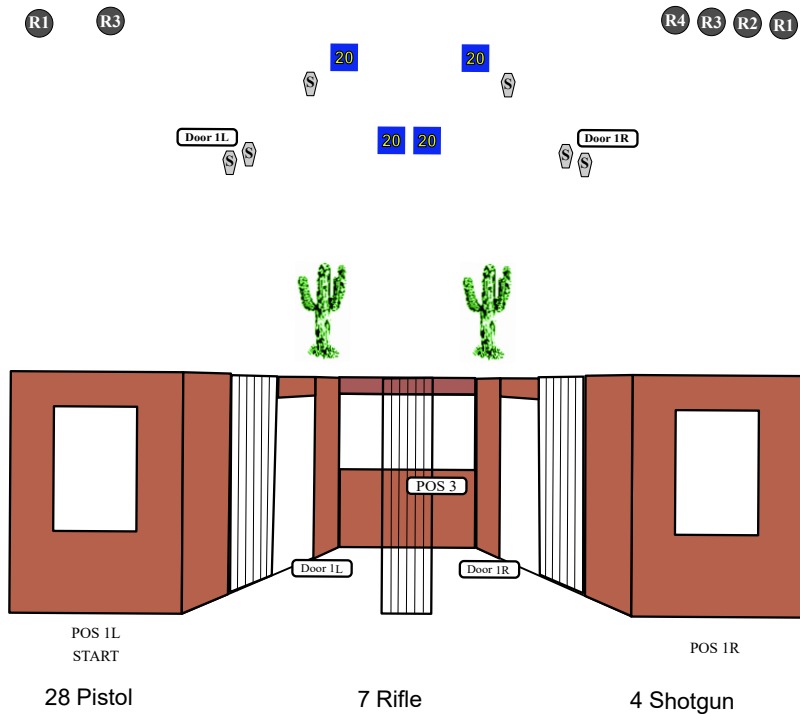
#### With Pistol,

From **POS 3**, engage P1-P4 with 3 rounds each and two KD targets once each for 14 rounds. Targets may be engaged in any order.

**Note:** Rifle barrel must be pointed into berm before moving down range.



## R2 R4 Bay 6 Teddy Roosevelt #3



**START:** At **POS 1L** (Window) with Rifle In Hand. Shotgun loaded with 4 rounds staged anywhere safely. Pistol holstered.

### ON SIGNAL:

At **POS 1L**,

**With Rifle**, put 4 shots on R1, **then**, single tap R2, R3 and R4 in any order. **Make Rifle safe flat on the window shelf pointing into the Berm.**

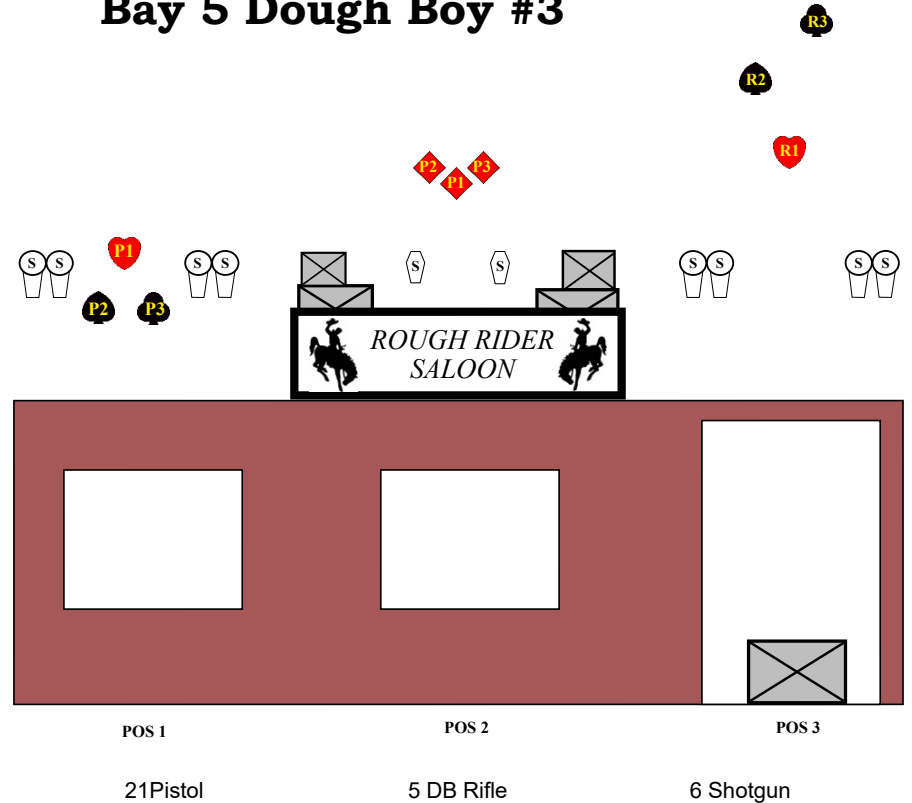
**Then**, from **POS 1L** and **1R**, with **Shotgun**, engage two shotgun targets in front of each position. **Make Shotgun safe flat on the window shelf pointing into the Berm.**

**Then**, from **POS 1R**, with the Pistol, repeat the rifle instruction starting from either end for 7 rounds, then again from the opposite end for another 7 rounds.

**Then**, from **POS 3**, with the Pistol put 4 rounds on P1, then single tap P2, P3 and P4 in any order for 7 rounds and then repeat starting on the opposite end.

**Note:** Rifle and Shotgun barrel must be pointed to berm before moving down range.

## Bay 5 Dough Boy #3



**START:** At **POS 2**. Long Guns staged anywhere safely. Pistol holstered.

### ON SIGNAL:

At **POS 2**, **With Pistol**, engage the "P" targets in a 7 round Nevada Sweep starting on either end.

**THEN**, either with the Shotgun from **POS 2** and **POS 1** engage 6 "S" targets, **OR**, with the Rifle from **POS 3** engage the "R" targets in a 5 round Nevada Sweep

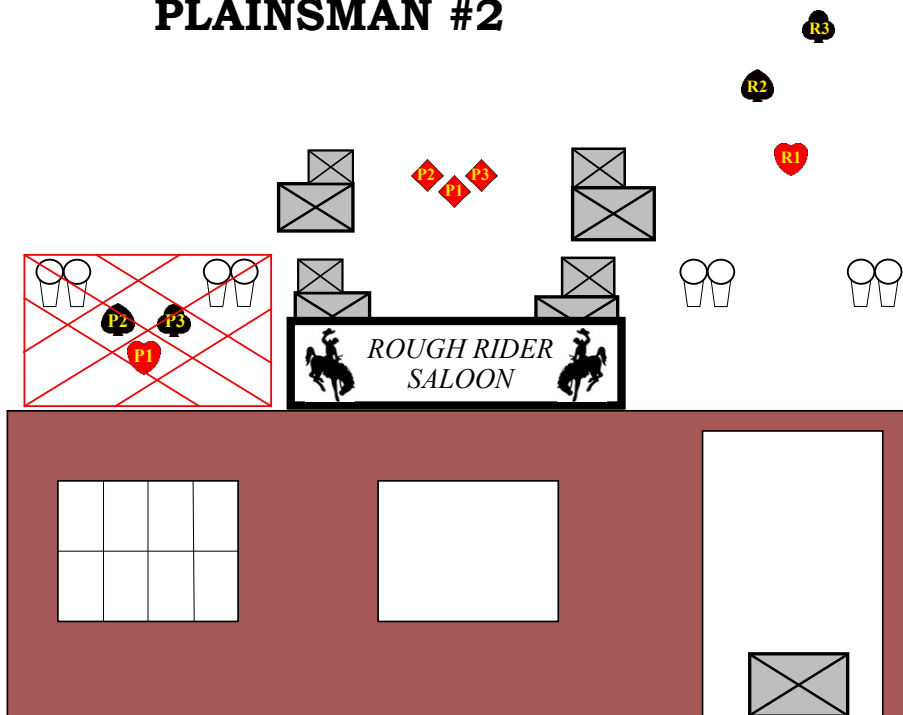
**THEN**, from **POS 2**, with the Pistol, engage the "P" targets in a 7 round Nevada Sweep starting on either end.

**THEN**, either with the rifle or the shotgun, whichever has not been used, follow the above instructions for the particular firearm. (Shotgun at POS 1 and POS 2, or, Rifle from POS 3)

**THEN**, from **POS 2**, with the Pistol, engage the "P" targets in a 7 round Nevada Sweep starting on either end.

**Note:** The firearm sequence will be Pistol, Shotgun, Pistol, Rifle, Pistol -OR- Pistol, Rifle, Pistol, Shotgun, Pistol

## PLAINSMAN #2



POS-2L

POS 1

POS 2R

10 Revolver

5 Rifle

4+ Shotgun

**START:** At **POS 2R** (Doorway) with Rifle or Shotgun in hand. Rifle and Open, empty shotgun, In Hand or staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

Shooter may indicate ready by saying "[Hit the Middle First](#)"

### ON SIGNAL:

At **POS 2R**,

**With Rifle**, engage R1, R2 and R3 in a continuous Nevada sweep starting on R1 (middle) for five rounds. Make Rifle safe

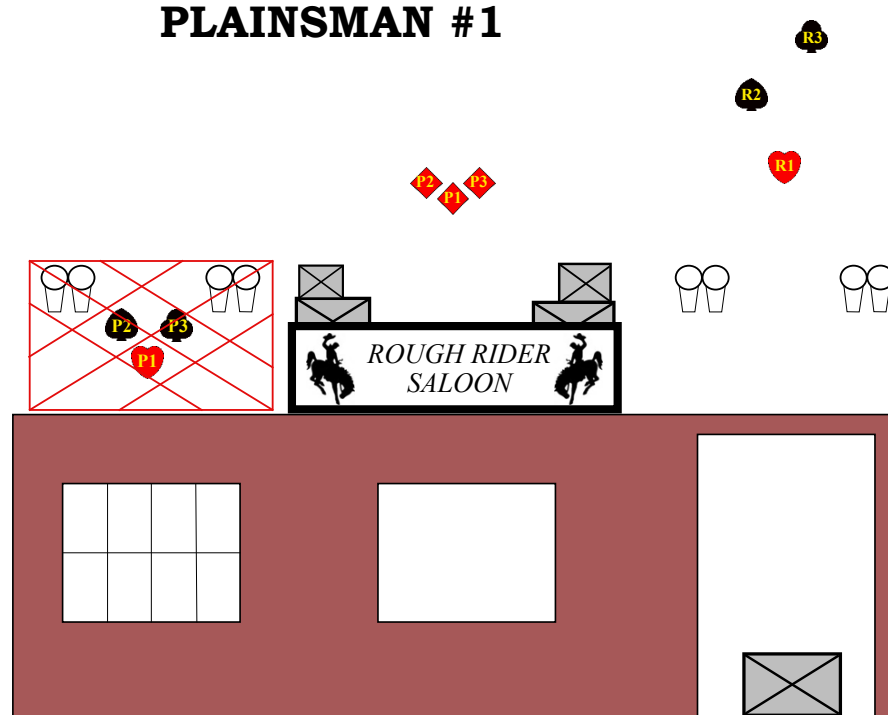
**With Shotgun**, engage the four "S" targets in front. **Make Shotgun safe.**

At **POS 1**,

**With Revolvers**, engage P1, P2 and P3 in a 5 round Nevada Sweep starting on P1. Repeat the instruction with the next 5 rounds.

**Note:** Sweep may be engaged in either direction (ex: R1-R2-R1-R3-R1 or R1-R3-R1-R2-R1). Sweeps must start on R1, P1 (middle targets). Pistol sweeps do not have to be in the same direction.

## PLAINSMAN #1



31

POS-2L

POS 1

POS 2R

10 Revolver

5+ Rifle

4+ Shotgun

**START:** At **POS 1** (Center Window) or **POS 2R** (Doorway) with Hands at Low Surrender. Rifle and Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Firearms may be used in any order but Rifle cannot be last firearm.

Shooter may indicate ready by saying "[Pesky Middle One](#)"

### ON SIGNAL:

At **POS 1**,

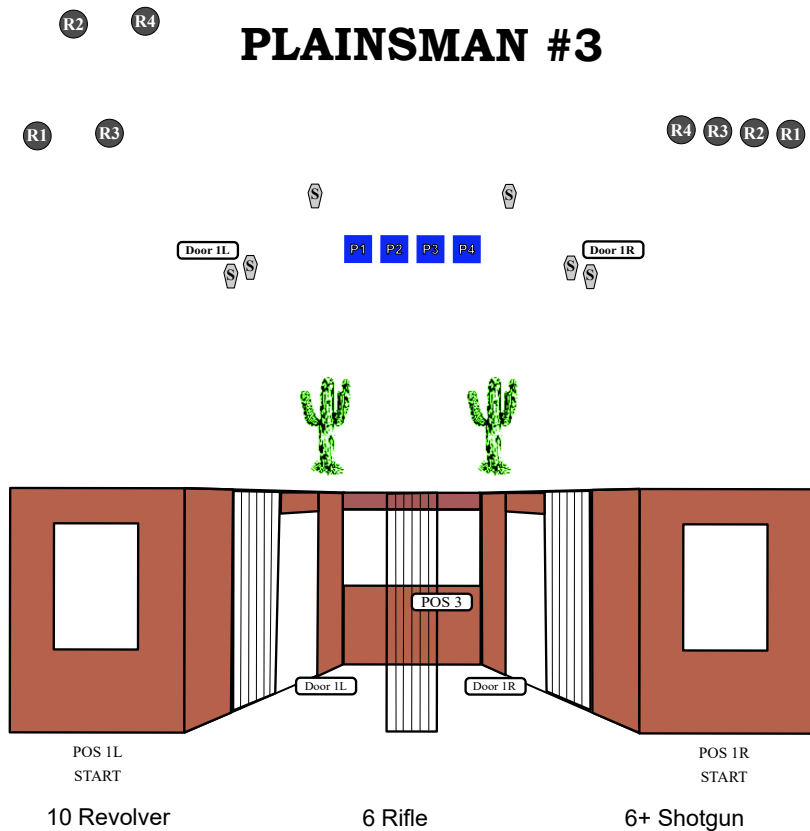
**With Revolvers**, engage P1 three times, **Then** P2 once and P3 once. (middle 3 times, outside once, other outside once). Repeat the instruction with the next 5 rounds.

At **POS 2R**,

**With Rifle**, engage R1 three times, **Then**, R2 once and R3 once. Rifle misses **can** be made up during rifle engagement **before** moving to the next target in the sequence. Make Rifle safe

**With Shotgun**, engage the four "S" targets in front, until down. **Make Shotgun safe.**

**Note:** Shooter may choose to engage the stage Center-to-Doorway or Doorway-to-Center. Middle target in each array, R1 or P1, must be engaged first then the outside targets can be engaged in any order. Rifle misses can be made up during rifle engagement **before** moving to the next target in the sequence.



**START:** At **POS 1L** (Window) Hands on the window frame. Rifle and Open, empty shotgun, staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

Shooter may indicate ready by saying **"Thanks for the Shotgun"**

**ON SIGNAL:**

At **POS 1L**,

**With Rifle**, engage R1 and R3 once each and R2 and R4 twice each, in any order. Make Rifle safe flat on the window shelf pointing into the Berm.

Move to **Door 1L/1R**

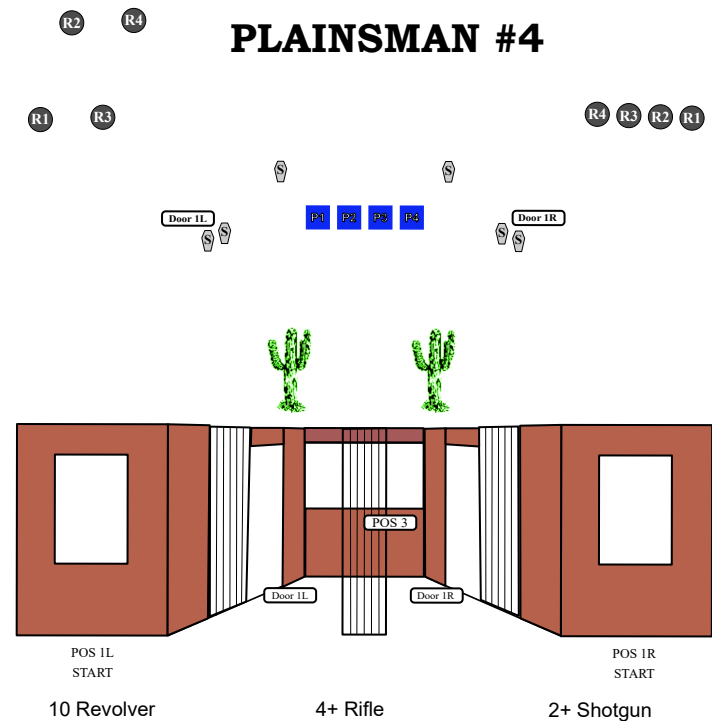
**With Shotgun**, engage two Shotgun targets. Move to the other door and engage two shotgun targets.

Move to **POS 3**,

**Engage** two shotgun targets. **Make Shotgun safe.**

**With Revolvers**, engage P1 - P4 in a 10 round Progressive Sweep starting on either end. (ex: **P1, P1-P2, P1-P2-P3, P1-P2-P3-P4** or **P4, P4-P3, P4-P3-P2, P4-P3-P2-P1**)

**Note:** Rifle barrel must be pointed to berm before moving down range. Shotgun make ups must be made from the position where initially engaged.



**START:** At **POS 1L** or **POS 1R** (Windows) Holding the bag of Gold with both hands. Rifle and Open, empty shotgun, staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

Shooter may indicate ready by saying **"Do I Get To Keep The Gold?"**

**ON SIGNAL:**

At **POS 1L/1R**,

**With Rifle**, engage any two rifle targets once each, move to the other **1L/1R** and engage any two rifle targets once each. Rifle misses may be made up at the position they were initially engaged. Make Rifle safe flat on the window shelf pointing into the Berm.

Move to **POS 3**,

**With Shotgun**, Engage two shotgun targets.

**With Revolvers**, engage each "P" with a minimum of two rounds, **No Triple Taps.**

**Note:** Rifle barrel must be pointed to berm before moving down range. Rifle and Shotgun make ups must be made from the position where initially engaged.

# SIDE MATCHES

## LONG RANGE EVENTS

Wednesday

8:30 AM TO 4:00 PM

*All of these events below are held beyond Bay 13*

### Single Action Revolver

10 rds, alternating on two targets at 60 - 75 yds.

### Pistol Caliber Rifle

10 rds, alternating on two targets at 100-125 yds.

### Lever Action Rifle – Rifle Caliber

10 rds, alternating on two targets at 250 - 275 yds.

### Single Shot Rifle

### Buffalo Single Shot Rifle

10 rds, alternating on two targets at 280 - 300 yds.

### Bucky O'Neil Military Rifle 1865 - 1899

15 rds, on three targets at 100, 200 & 300 yds.

### Take No Prisoners

5 rds at 50 yds. (pistol), 5 rds at 100 yds., (PCR)

5 rds at 200 yds., RCR, 1 rd at 300 yds., SS

### Unknown Distance

6 rds at three targets set at random distances

Shot with single shot rifle or rifle caliber rifle

6 minute time limit

### Know Your Limits

Single Shot Rifle, 6 minute time limit unlimited rounds:

Progressively smaller targets at 300 yards. Shooter starts on the largest target, with a hit move to the next smaller target, a miss loses all points and starts back on the largest target. Shooter may stop at any point in the series. Winner will be based upon progression through the targets and the number of rounds fired.

### Quigley

Three rounds at the bucket at 300 yds.

*The event below is held on the Rifle Silhouette Range*

### Bill Williams Bison Shoot

10 rds at 600-700 yds., 10 Minute Time

Limit Range finding devices and computer

“fire control” applications are NOT allowed

## SPEED EVENTS

Wednesday 8:30 AM - 3:30 PM • Bays 7 & 8

Shooters will compete to show who is the fastest and most accurate with Rifle, Revolvers, Shotgun, Pocket Pistol, and Derringer. You may attempt to capture the top spot as many times as you like. The best Cowgirl and Cowboy from each Speed event will be awarded during the Side Match awards on Friday evening.

## SHOTGUN

### Ben Avery Clay Target Center

Tuesday

Black Powder and Smokeless as well as Ladies categories will be offered in all events Any SASS legal Cowboy shotgun can be used in either category.

**Trap • 12:00 PM - 3:00 PM**

25 Targets from 16 yards

**Skeet • 12:00 PM - 3:00 PM**

25 birds in singles and pairs from the standard  
8 station Skeet Layout

Wednesday

**Cowboy Sporting Clays • 8:30 AM - 11:30 AM**

50 targets as Report Pairs on the Ben Avery Quail Course

Ties for top scores will be decided by the method posted at the event. **Ties for 25 or 50 straight** scores will be decided by sudden death shoot-off at  
**12:30 PM**

You may register for the Shotgun Side Matches at Registration until 30 minutes prior to the end of the event.

## PLAINSMAN

Wednesday 2:00 PM • Stages 5 & 6

The Plainsman event involves the use of Cap and Ball revolvers, Side-by-Side or Lever Action shotgun and Single Shot rifle. The only propellant allowed is black powder or its substitutes. The Plainsman event requires pre-registration due to its popularity. Competitors will be split into two posses and will shoot two scenarios on each of the two stages.

## STAGE 13

Thursday • Friday • Saturday • 7:30 AM to 3:00 PM

Do you need a place to go for a little extra warm up or to test your firearms or ammunition? Stage 13 is the place for you. Stage 13 is in the next bay to the east from bay 12. Stage 13 is available between 7:30 AM and 3:00 PM Thursday, Friday, and Saturday when a Ranger is present. Please do not use the stage when the Stage Closed sign is displayed. If you need to Function Fire outside the published operating schedule, please go to Ranger HQ, in front of Bay 7, and ask for assistance.

## TOP 16 SHOOT-OFF

Sunday • 8:00 AM

The Top 16 Cowgirls and Top 16 Cowboys (plus 4 alternates each) will be announced at the Saturday night banquet and compete in a single elimination Shoot-Off on the Showdown Stage (Bay 7-8) Sunday morning at 8:00 AM. Shooters will be paired up and go head to head until there is only one Cowgirl and one Cowboy left standing. Come on out to cheer on your favorites!



# Cowboy Warm-Up Posse Shooting Schedule

Start Time	Stage 1	Stage 2	Stage 3	Stage 4
8:00 AM	101	102	103	104
8:45 AM	104	101	102	103
9:30 AM	103	104	101	102
10:15 AM	102	103	104	101
11:00 AM	201	202	203	204
11:45 AM	204	201	202	203
12:30 PM	203	204	201	202
1:15 PM	202	203	204	201
2:00 PM	301	302	303	304
2:45 PM	304	301	302	303
3:30 PM	303	304	301	302
4:15 PM	302	303	304	301

Start Time	Stage 9	Stage 10	Stage 11	Stage 12
8:00 AM	109	110	111	112
8:45 AM	112	109	110	111
9:30 AM	111	112	109	110
10:15 AM	110	111	112	109
11:00 AM	209	210	211	212
11:45 AM	212	209	210	211
12:30 PM	211	212	209	210
1:15 PM	210	211	212	209
2:00 PM	309	310	311	312
2:45 PM	312	309	310	311
3:30 PM	311	312	309	310
4:15 PM	310	311	312	309



# Cowboy Match Posse Shooting Schedule

Find your posse number on the chart below. It would help if you marked each time your posse is scheduled to shoot. Refer to the time on the left and the stage number on the top to determine where and when you are scheduled to shoot each stage. The stage has been reserved for you during this 45 minute period. If you are late, you will not be able to shoot that particular stage.

## THURSDAY SHOOTING SCHEDULE

STAGE NUMBER												
Start Time	1	2	3	4	5	6	7	8	9	10	11	12
8:00 AM	1	2	3	4	5	6	7	8	9	10	11	12
8:45 AM	4	1	2	3	8	5	6	7	12	9	10	11
9:30 AM	3	4	1	2	7	8	5	6	11	12	9	10
10:15 AM	2	3	4	1	6	7	8	5	10	11	12	9
11:00 AM	13	14	15	16	17	18	19	20	21	22	23	24
11:45 AM	16	13	14	15	20	17	18	19	24	21	22	23
12:30 PM	15	16	13	14	19	20	17	18	23	24	21	22
1:15 PM	14	15	16	13	18	19	20	17	22	23	24	21
2:00 PM	25	26	27	28	29	30	31	32	33	34	35	36
2:45 PM	28	25	26	27	32	29	30	31	36	33	34	35
3:30 PM	27	28	25	26	31	32	29	30	35	36	33	34
4:15 PM	26	27	28	25	30	31	32	29	34	35	36	33

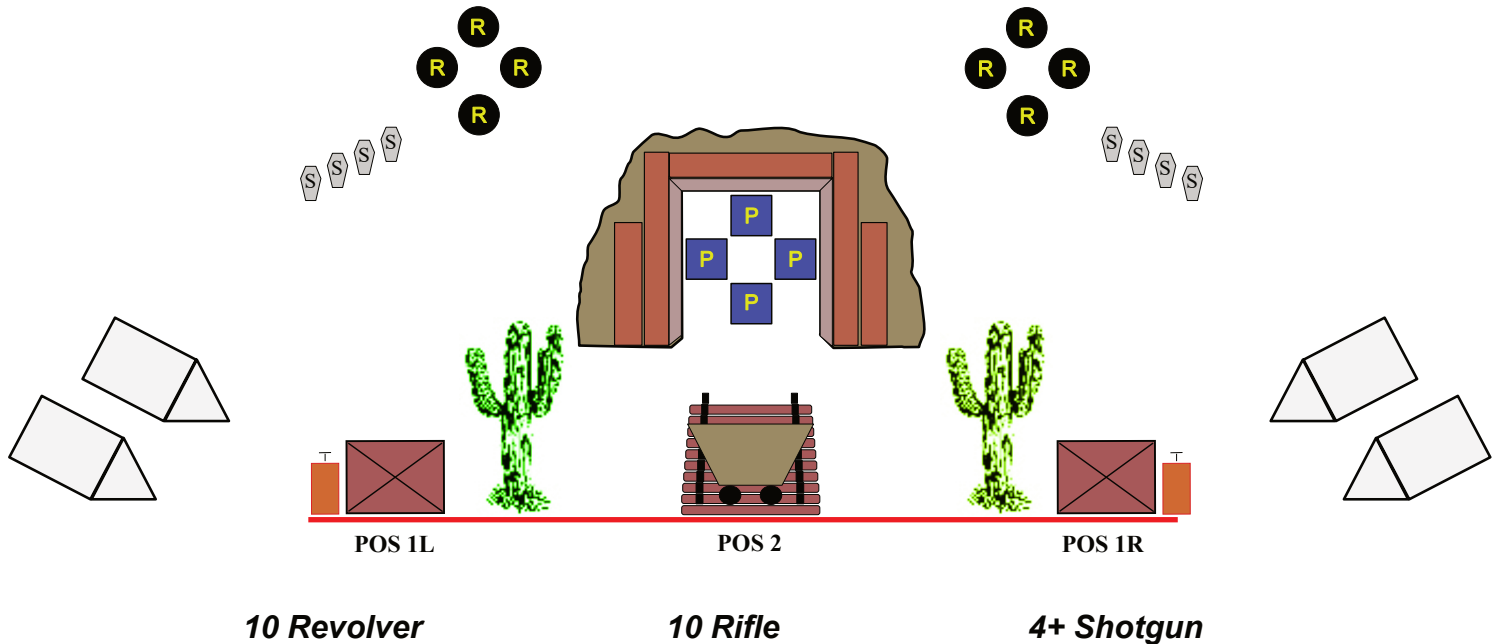
## FRIDAY SHOOTING SCHEDULE

STAGE NUMBER												
Start Time	1	2	3	4	5	6	7	8	9	10	11	12
8:00 AM	21	22	23	24	13	14	15	16	17	18	19	20
8:45 AM	24	21	22	23	16	13	14	15	20	17	18	19
9:30 AM	23	24	21	22	15	16	13	14	19	20	17	18
10:15 AM	22	23	24	21	14	15	16	13	18	19	20	17
11:00 AM	33	34	35	36	25	26	27	28	29	30	31	32
11:45 AM	36	33	34	35	28	25	26	27	32	29	30	31
12:30 PM	35	36	33	34	27	28	25	26	31	32	29	30
1:15 PM	34	35	36	33	26	27	28	25	30	31	32	29
2:00 PM	9	10	11	12	1	2	3	4	5	6	7	8
2:45 PM	12	9	10	11	4	1	2	3	8	5	6	7
3:30 PM	11	12	9	10	3	4	1	2	7	8	5	6
4:15 PM	10	11	12	9	2	3	4	1	6	7	8	5

## SATURDAY SHOOTING SCHEDULE

STAGE NUMBER												
Start Time	1	2	3	4	5	6	7	8	9	10	11	12
8:00 AM	29	30	31	32	33	34	35	36	25	26	27	28
8:45 AM	32	29	30	31	36	33	34	35	28	25	26	27
9:30 AM	31	32	29	30	35	36	33	34	27	28	25	26
10:15 AM	30	31	32	29	34	35	36	33	26	27	28	25
11:00 AM	5	6	7	8	9	10	11	12	1	2	3	4
11:45 AM	8	5	6	7	12	9	10	11	4	1	2	3
12:30 PM	7	8	5	6	11	12	9	10	3	4	1	2
1:15 PM	6	7	8	5	10	11	12	9	2	3	4	1
2:00 PM	17	18	19	20	21	22	23	24	13	14	15	16
2:45 PM	20	17	18	19	24	21	22	23	16	13	14	15
3:30 PM	19	20	17	18	23	24	21	22	15	16	13	14
4:15 PM	18	19	20	17	22	23	24	21	14	15	16	13

# COWBOY Stage 1



**START:** At **POS 1L** or **POS 1R** with both hands on the Detonator Handle. Rifle loaded with 10 rds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage may be engaged Left-to-Center or Right-to-Center.

Shooter may indicate ready by saying "***Fire In The Hole!***"

**ON SIGNAL:**

At **POS 1L** or **POS 1R** either the Rifle or Shotgun may be used first.

**With Rifle**, engage the four "R" targets in a Clockwise (CW) or Counter-Clockwise (CCW) direction for 5 rounds, starting on any target. Repeat the instruction for the next 5 rounds. Make Rifle safe.

**With Shotgun**, engage four "S" targets in front. Make Shotgun safe.

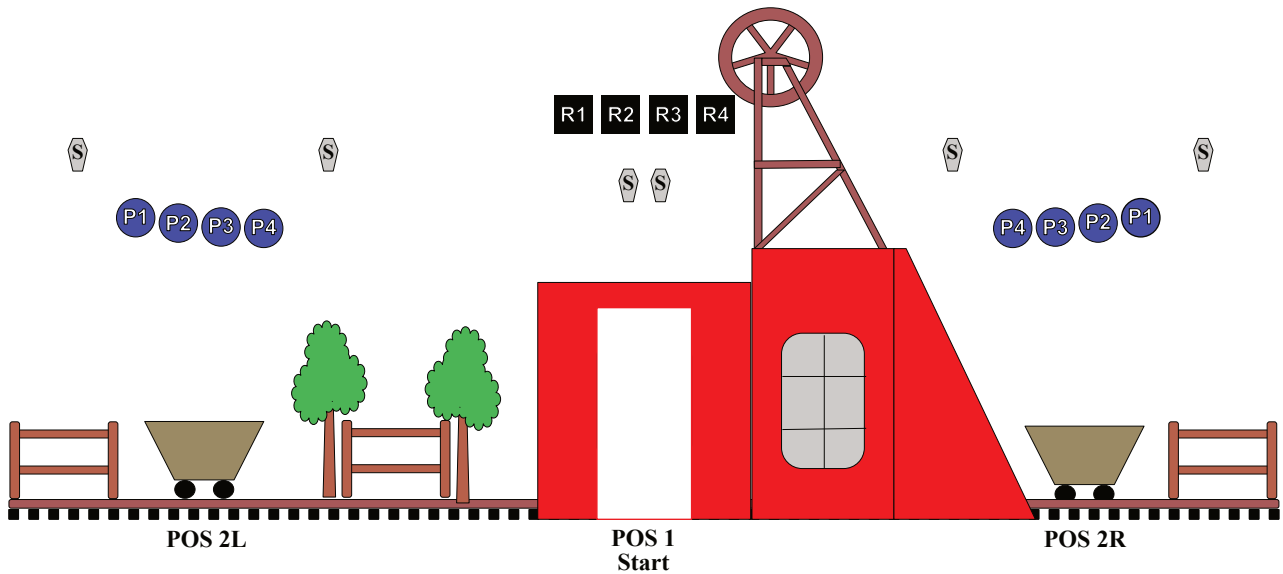
At **POS 2**, engage the four "P" targets in a Clockwise (CW) or Counter-Clockwise (CCW) direction for 5 rounds, starting on any target. Repeat the instruction for the next 5 rounds.

**Note:** At POS 1L/1R either firearm may be used first. The CW / CCW engagements are individual 5 round sequences. Shooter may start **each** CW / CCW engagement on the target of their choice.

The downrange Mine Shaft facade is **NOT** expendable.



# COWBOY Stage 2



**10 Revolver**

**10 Rifle**

**4+ Shotgun**

**START:** At **POS 1**, Left Window, holding **1<sup>st</sup> Firearm with both hands**. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

Shooter may indicate ready by saying "**Haul It Up!**"

**ON SIGNAL:**

At **POS 1** either the Shotgun or Rifle may be used first.

**With Rifle**, engage the four "R" targets in a Drop Back sweep, starting on either end of the target array. Make Rifle safe.

**With Shotgun**, engage two "S" targets in front. Make Shotgun safe.

At **POS 2L or POS 2R** either the Shotgun or Revolvers may be used first.

**With Shotgun**, engage two "S" targets in front. Make Shotgun safe.

**With Revolvers**, engage the four "P" targets in a Drop Back sweep, starting on either end of the target array.

**Note:**

Drop Back Sweep R1, R2, R3, R4 then R1, R2, R3, then R1, R2, then R1

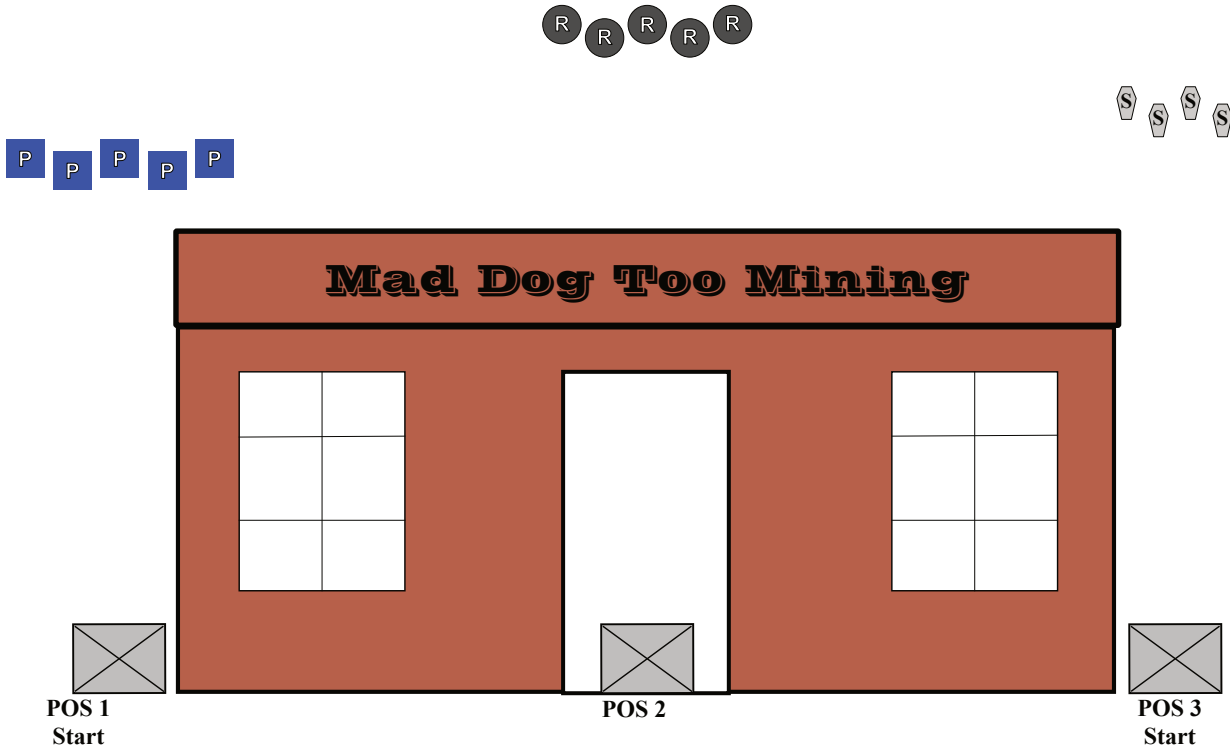
**-OR-**

R4, R3, R2, R1 then R4, R3, R2, then R4, R3, then R4





# COWBOY Stage 3



10 Revolver

10 Rifle

4+ Shotgun

**START:** At **POS 1** or **POS 3** holding the bag of gold in both hands. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage may be engaged Left to Right or Right to Left.

Shooter may indicate ready by saying **"What's The Rate Today?"**

**ON SIGNAL:**

At **POS 1, with Revolvers**, engage the "P" targets with two 5 round sweeps, in the **same** direction.

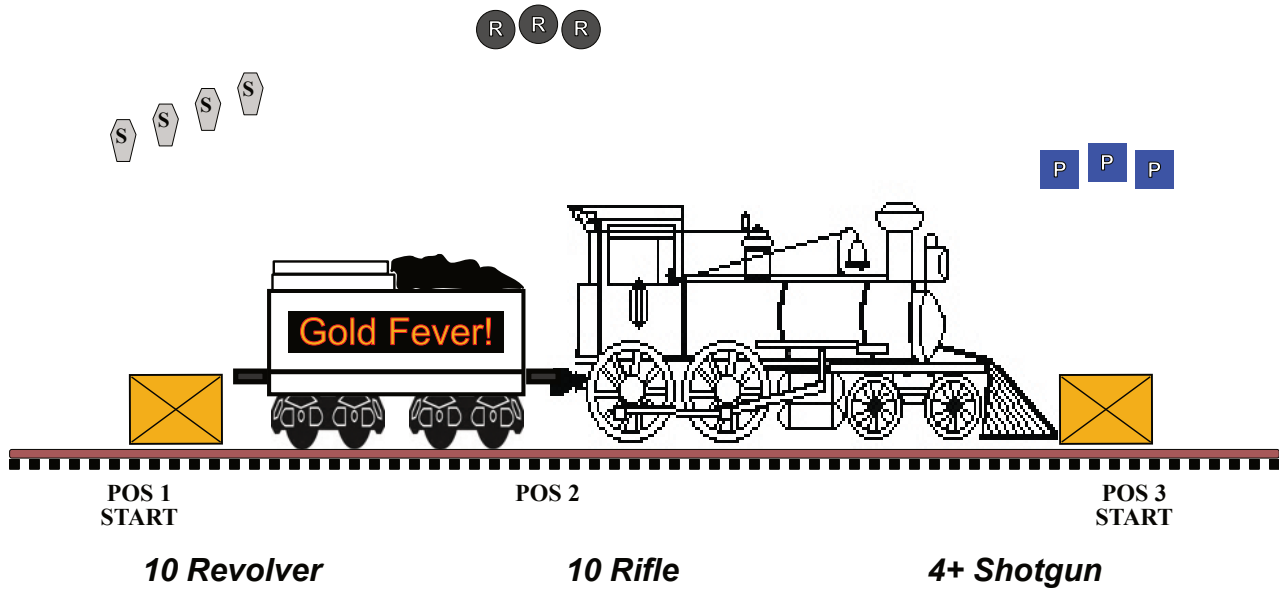
At **POS 2, with Rifle**, engage the "R" targets with two 5 round sweeps, in the **same** direction. Make Rifle safe

At **POS 3, with Shotgun**, engage the "S" targets in front. Make Shotgun safe.

**Note:** Shooter may choose to engage the stage Left-to-Right or Right-to-Left. The two revolver sweeps must start on the same target. The two rifle sweeps must start on the same target.



# COWBOY Stage 4



**START:** At **POS 1** or **POS 3** Hands touching the lantern. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage may be engaged Left to Right or Right to Left.

Shooter may indicate ready by saying **"Take It To The Mint!"**

## ON SIGNAL:

At **POS 1**, with **Shotgun**, engage the "S" targets in front. Make Shotgun safe.

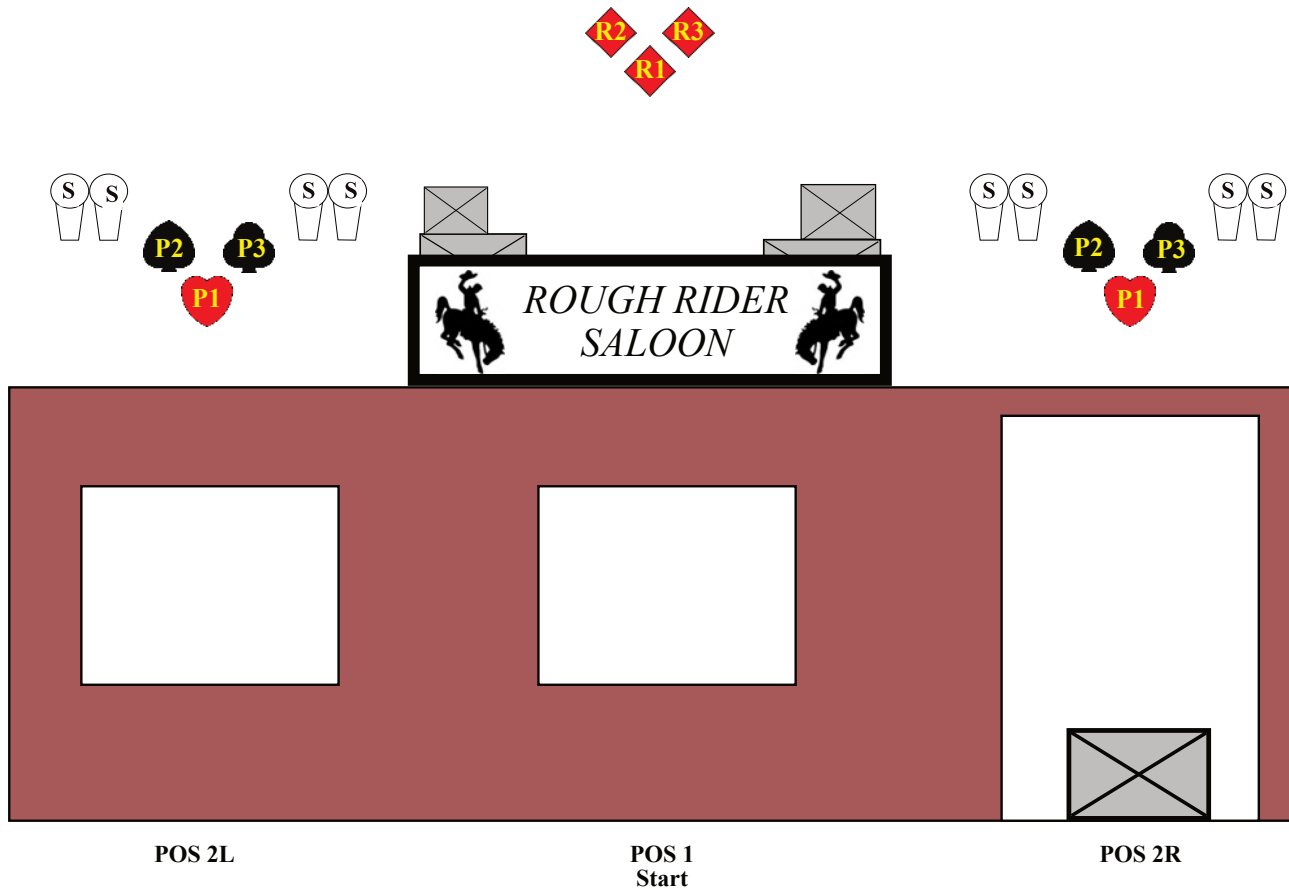
At **POS 2**, with **Rifle**, engage the "R" targets with a 2-1-2 sweep starting on either end. Repeat the instruction with the next 5 rounds. Make Rifle safe

At **POS 3**, with **Revolvers**, engage the "P" targets with a 2-1-2 sweep starting on either end. Repeat the instruction with the next 5 rounds.

## Note:



# COWBOY Stage 5



**10 Revolver**

**10 Rifle**

**4+ Shotgun**

**START:** At **POS 1, Center Window**, Rifle loaded with 10 rounds, held with both hands. Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage may be engaged Center-to-Right or Center-to-Left.

Shooter may indicate ready by saying **"I'll Take Mine From The Top!"**

**ON SIGNAL:**

At **POS 1,**

**With Rifle**, engage the "R" targets with at least 3 rounds on each. This is a Round Count Scenario. Make Rifle safe

At **POS 2L/2R**, either the Revolvers or Shotgun may be used first.

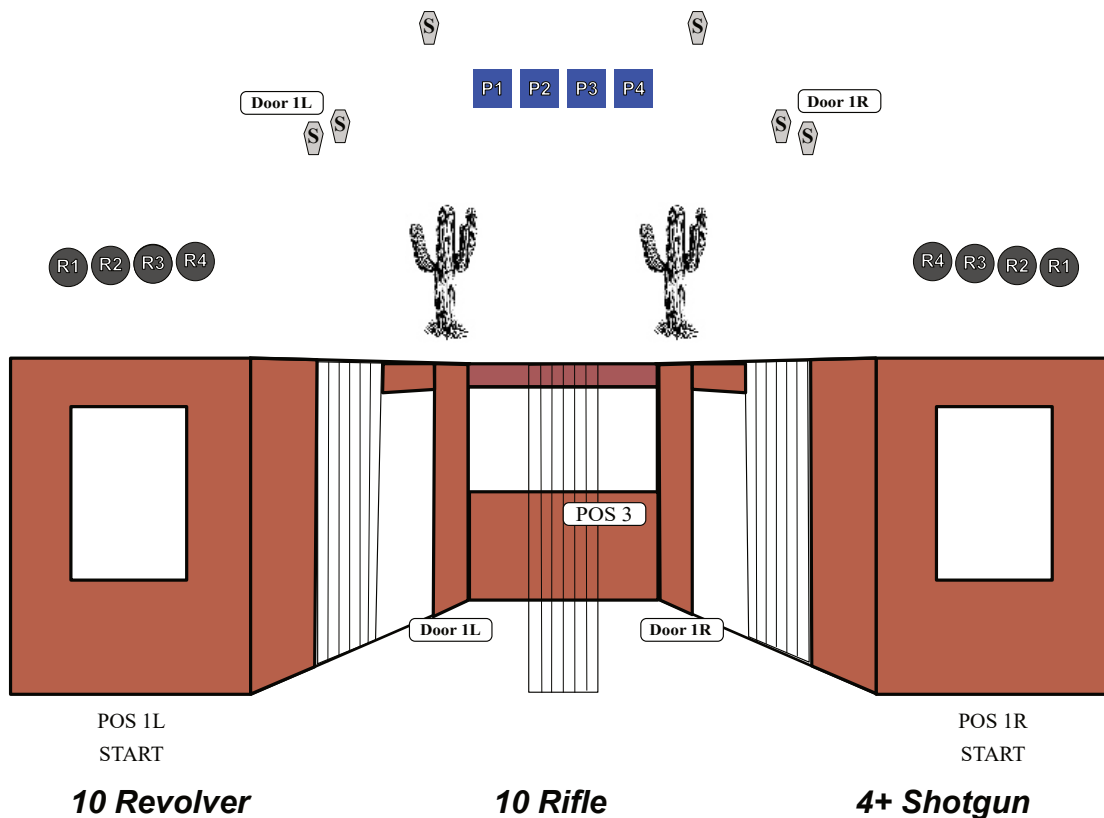
**With Revolvers**, engage the "P" targets with at least 3 rounds on each. This is a Round Count Scenario.

**With Shotgun**, engage the "S" targets in front. Make Shotgun safe.

**Note:**



# COWBOY Stage 6



**START:** At **POS 1L** or **POS 1R**, both hands holding the ring of **Jail Keys**. Rifle loaded with 10 rounds and Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

Shooter may indicate ready by saying ***"Nobody Breaks This Jail!"***

### ON SIGNAL:

At **POS 1L** or **POS 1R**, with **Rifle**, engage the "R" targets with a Lawrence Welk sweep starting on either end of the array. Make Rifle safe laying flat on the window shelf and pointing into the berm **or** re-stage vertical.

At **Door 1L** or **Door 1R**, with **Shotgun**, engage two "S" targets thru the doorway. Move to **POS 3** and engage two "S" targets flanking the Revolver array..

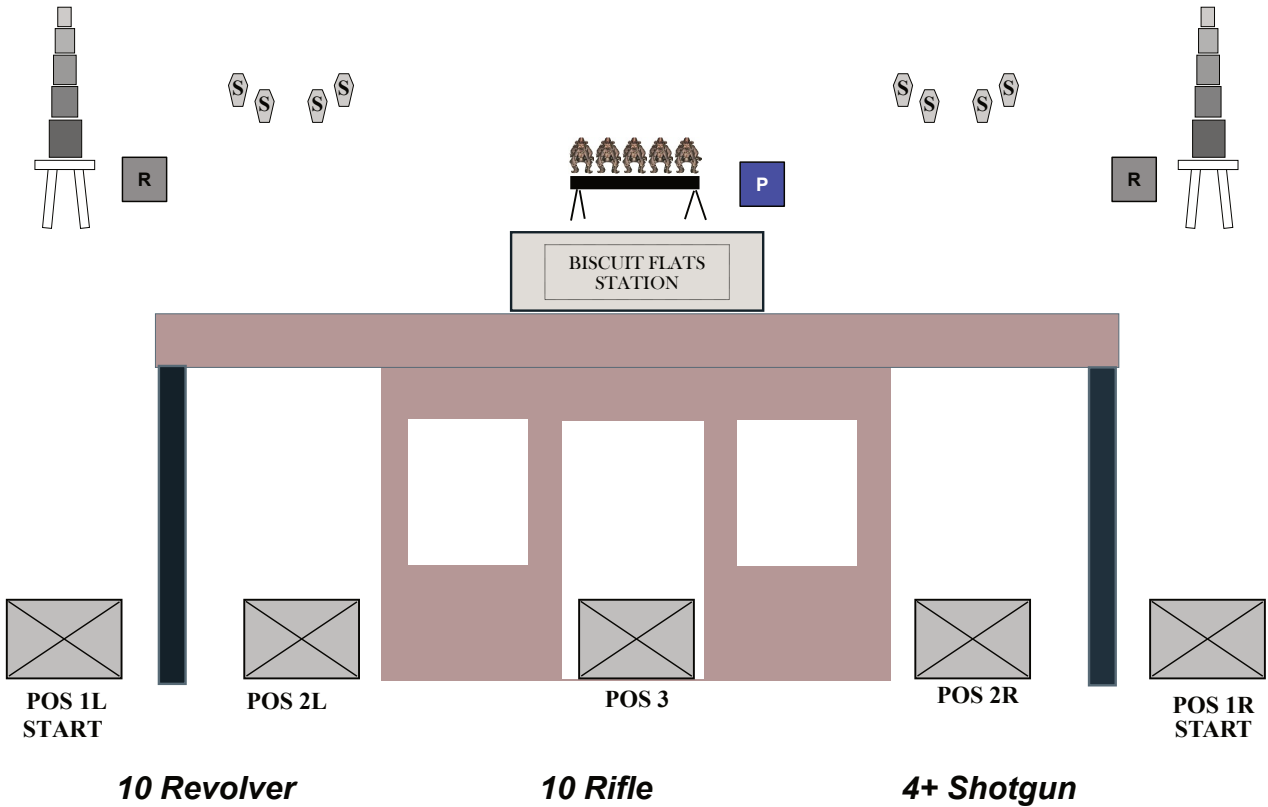
At **POS 3**, with **Revolvers**, engage the "P" targets with a Lawrence Welk sweep starting on either end of the array..

**Note:** Lawrence Welk Sweep is R1, R2-R2, R3-R3-R3, R4-R4-R4-R4 **-OR-** R4, R3-R3, R2-R2-R2, R1-R1-R1-R1.





# COWBOY Stage 7



**START:** At **POS 1L or POS 1R**, both hands touching the **MANIFEST**. Rifle loaded with 10 rounds and Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage may be engaged Left-to-Right or Right-to-Left

Shooter may indicate ready by saying ***"Let's Get This Gold Loaded!"***

**ON SIGNAL:**

At **POS 1L or POS 1R**, with **Rifle**, engage the "Tombstone" Knockdown plates until down, **Then**, engage the stationary plate with any **remaining** rifle rounds. Make Rifle safe - Open and Empty

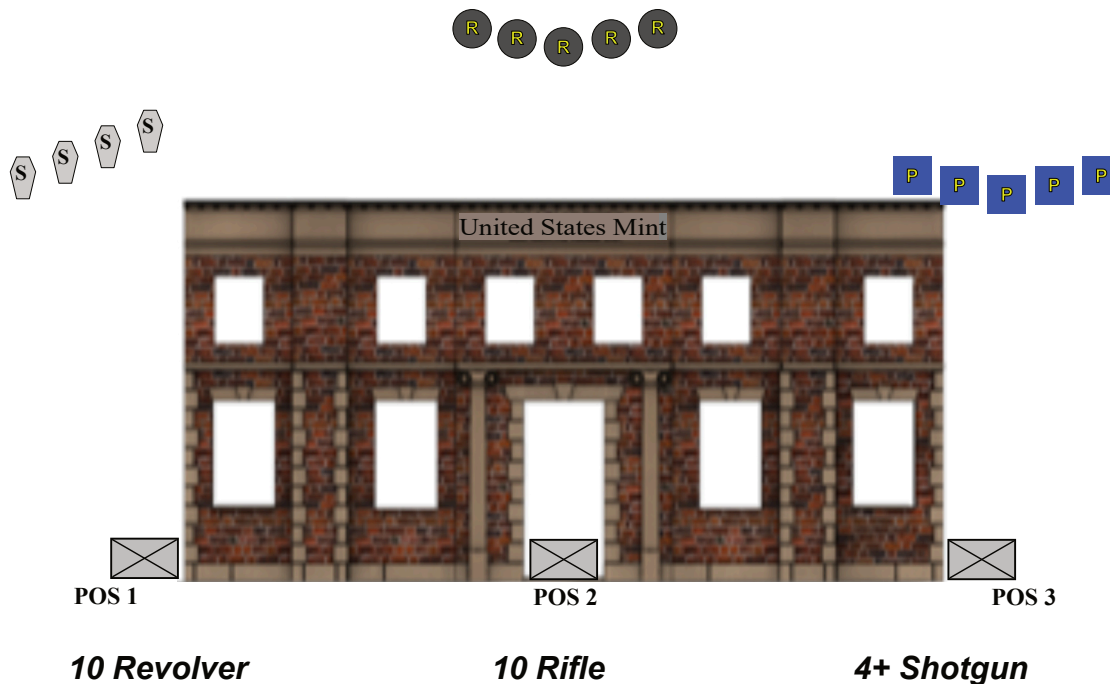
At **POS 2L or POS 2R**, with **Shotgun**, engage four "S" targets until down. Make Shotgun safe - Open and Empty

At **POS 3**, with **Revolvers**, engage the "Cowboy" Knockdown plates until down, **Then**, engage the stationary plate with any **remaining** revolver rounds.

**Note:** Any Knockdown plates (**R,P,S**) still standing at the end of the stage are scored as misses. This is a 10-on-5 engagement for Rifle and Revolver. Rounds remaining in the Rifle or Revolvers that are intended for the "R" or "P" stationary plates do not register as penalties. All rounds must be fired from Rifle and Revolvers.



# COWBOY Stage 8



**START:** At **POS 1** or **POS 3**, At the Ready. Rifle loaded with 10 rounds and Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage may be engaged Left-to-Right or Right-to-Left.

Shooter may indicate ready by saying **"Maybe I'll Make A Withdrawal!"**

**ON SIGNAL:**

At **POS 1** with **Shotgun**, engage the four "S" targets in front. **Make Shotgun Safe.**

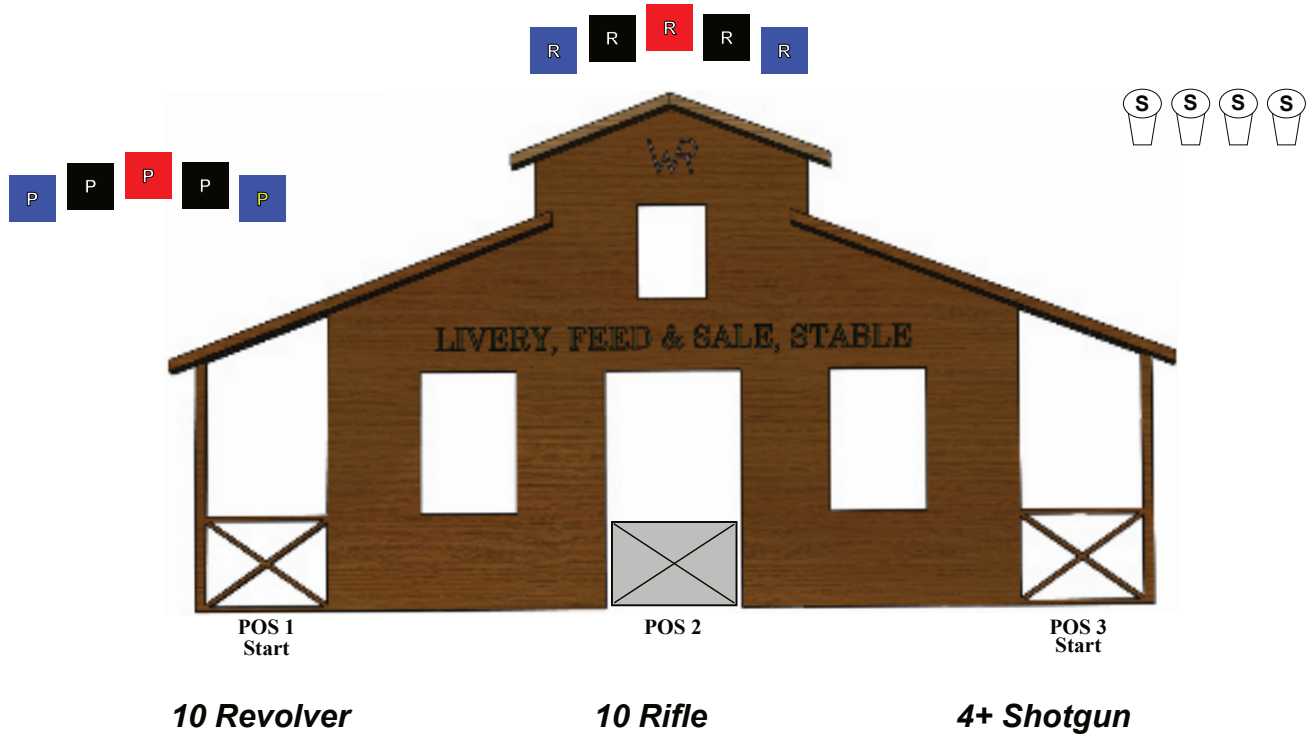
At **POS 2** with **Rifle**, engage the "R" targets with 2 rounds each, any order. **Make Rifle Safe.**

At **POS 3** with **revolvers**, engage the "P" targets with 2 rounds each, any order.

**Note:**



# COWBOY Stage 9



**START:** At **POS 1** or **POS 3**, both hands touching the Lariat. Rifle loaded with 10 rounds and Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage may be engaged **Left-to-Right** or **Right-to-Left**.

Shooter may indicate ready by saying ***"We Need Mules To Pack Gold!"***

**ON SIGNAL:**

At **POS 1** with **Revolvers**, engage the "P" targets with a 10 round Muzzle Swing sweep.

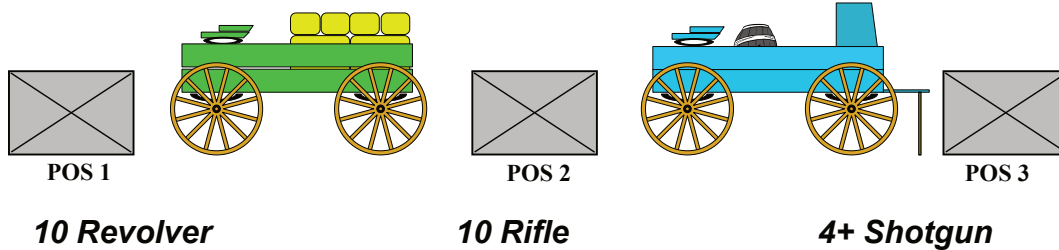
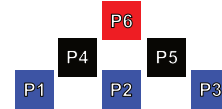
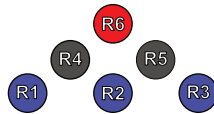
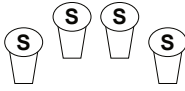
At **POS 2** with **Rifle**, engage the "R" targets with 10 round Muzzle Swing sweep. **Make Rifle Safe.**

At **POS 3** with **Shotgun**, engage the four "S" targets.

**Note:** Muzzle Swing sweep - **Outside, opposite Outside, Inside, opposite Inside, Center, Center, Inside, opposite Inside, Outside, opposite Outside**



# COWBOY Stage 10



**START:** At **POS 1** or **POS 3**, both hands touching your Hat or Head. Rifle loaded with 10 rounds and Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage may be engaged **Left-to-Right** or **Right-to-Left**.

Shooter may indicate ready by saying **"This Freight Is Headed To The Gold Fields!"**

**ON SIGNAL:**

At **POS 1** with **Shotgun**, engage the four "S" targets. **Make Shotgun Safe.**

At **POS 2** with **Rifle**, engage the "R" targets with 1 round on each of the bottom row **Blue** targets (R1, R2, R3); 2 rounds on each of the middle row **Black** targets (R4, R5) and 3 rounds on the top **Red** target (R6). **Make Rifle Safe.**

At **POS 3** with **Revolvers**, engage the "P" targets with **1 round** on each of the bottom row **Blue** targets (P1, P2, P3); **2 rounds** on each of the middle row **Black** targets (P4, P5) and **3 rounds** on the top **Red** target (P6).

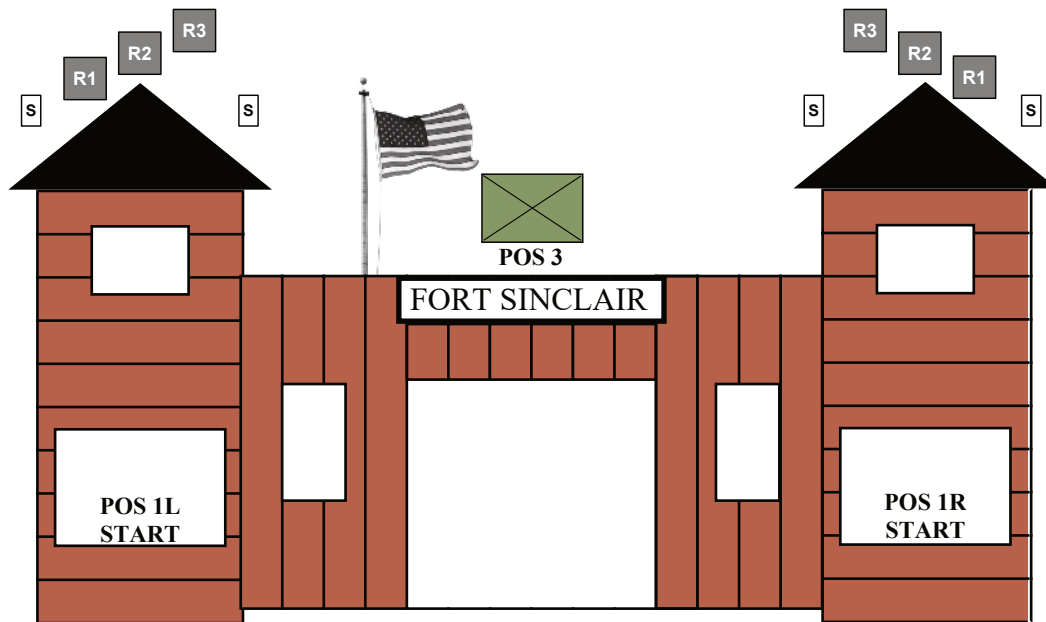
**Note:** The Revolver and Rifle targets may be engaged in any order to achieve the specified round(s) per target. This is a round count scenario.





# COWBOY Stage 11

S P1 P2 P3 S



**10 Revolver**

**10 Rifle**

**4+ Shotgun**

**START:** At **POS 1L or POS 1R**, At the Ready. Rifle loaded with 10 rounds and Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage may be engaged **Left-to-Down Range** or **Right-to-Down Range**.

Shooter may indicate ready by saying **"Who Blabbed The Gold Was Here?"**

### ON SIGNAL:

At **POS 1L or 1R, with Rifle**, engage the "R" targets with two 5 round Nevada Sweeps, starting on either end of the array. **Make Rifle Safe** flat on the platform pointing into the side berm **or** re-staged vertically.

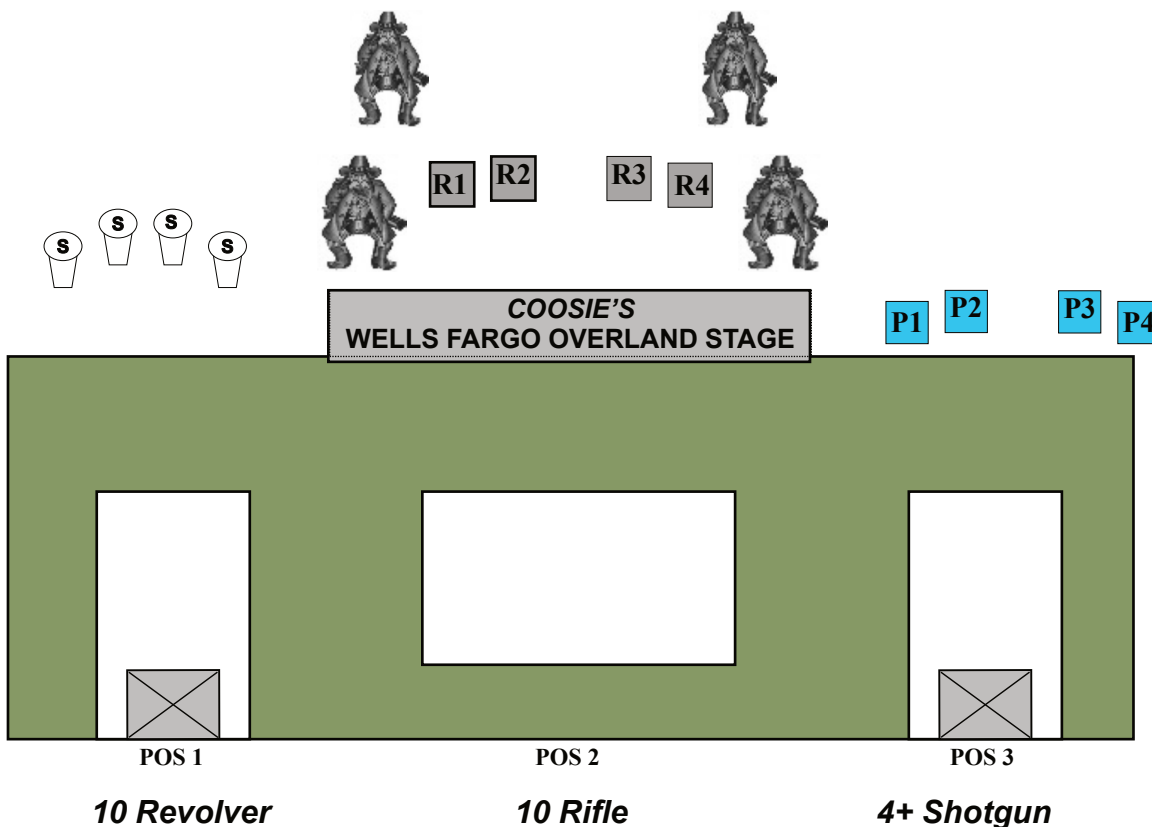
At **POS 1L or 2R with Shotgun**, engage two "S" targets in front. **Move** to POS 3 with the Shotgun and engage two "S" targets in front. **Make Shotgun safe on the box at POS 3.**

At **POS 3 with revolvers**, engage the "P" targets with two 5 round Nevada Sweeps, starting on either end of the array.

**Note: Nevada Sweep:** R1-R2-R3-R2-R1 or R3-R2-R1-R2-R3. The down range Shotgun targets may be engaged from any single position between the Fort Gate and the Box, including re-engagement.



# COWBOY Stage 12



**START:** At **POS 1** or **POS 3**, At the Ready with Thumbs hooked in gun belt. Rifle loaded with 10 rounds and Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage may be engaged **Left-to-Right** or **Right-to-Left**.

Shooter may indicate ready by saying **"Is The Coach On Time?"**

### ON SIGNAL:

At **POS 1** with **Shotgun**, engage the "S" targets in front. Make Shotgun safe.

At **POS 2**, with **Rifle**, select one pair of "R" targets (**R1/R2** or **R3/R4**) and alternate for 5 rounds, starting on either target of the pair. Repeat the instruction using the other pair of "R" targets. **Make Rifle Safe** .

At **POS 3** with **revolvers**, select one pair of "P" targets (**P1/P2** or **P3/P4**) and alternate for 5 rounds, starting on either target of the pair. Repeat the instruction using the other pair of "P" targets..

### Note:



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W E L C O M E

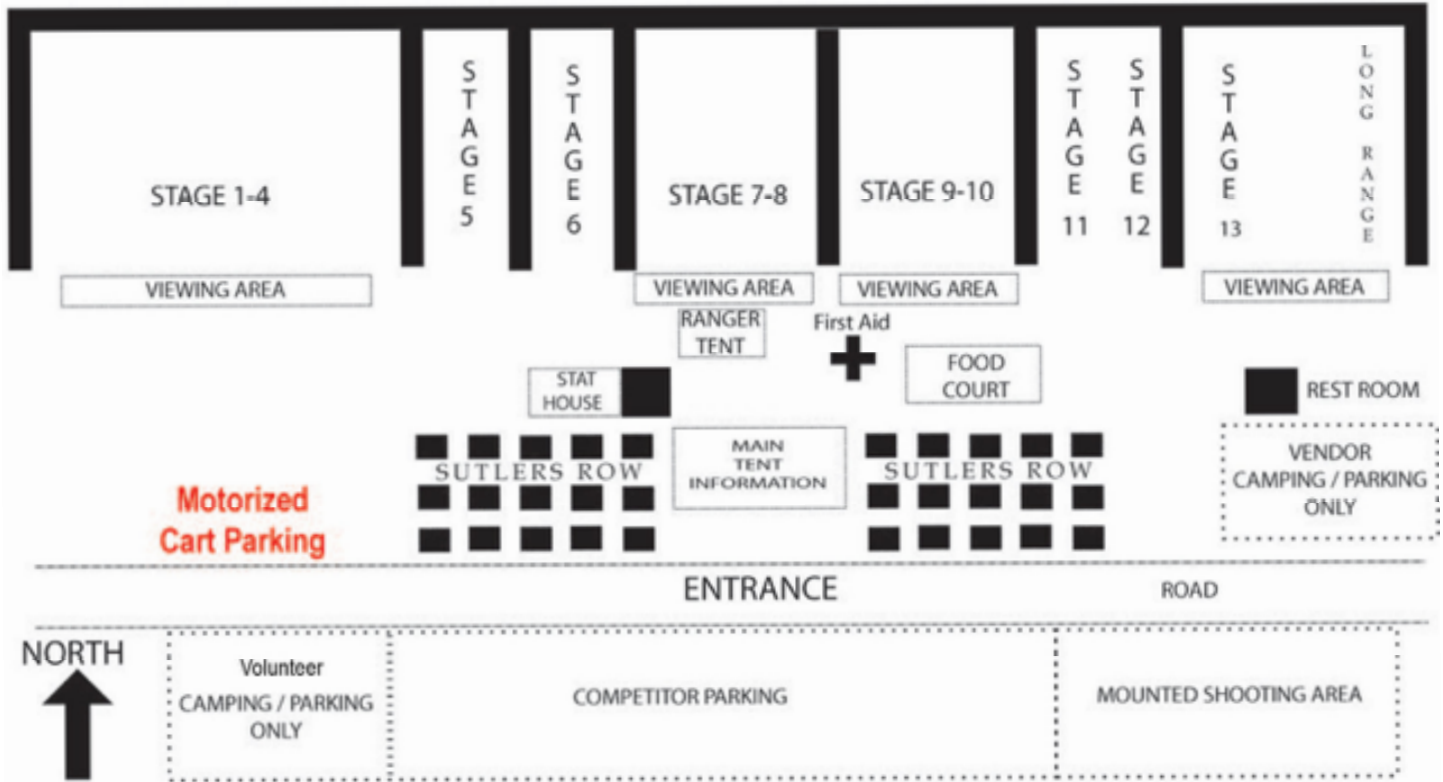
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END OF TRAIL



# EOT AT BEN AVERY LAYOUT



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## MONTANA TERRITORY

It looks like there's a one stop shop out in Montana with a focus on what we want in the SASS community! The good folks at Choice Ammunition have recently acquired Chey-Cast Bullets, so now you have the choice with them; Do I buy their loaded ammunition, or do I load my own ammo with their premium, Hi-Tek coated bullets known for decades to all of us?

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ALWAYS ON TARGET

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MADE FROM FOUNDRY LEAD ONLY

**COWBOY CHOICE AMMUNITION**, has provided the Cowboy Action crowd with their hand-loaded ammunition for many years now. They are known for their dependable, low velocity, smokeless powder loads, only accomplished with their 100% hand-loading process- just like those who roll their own!

Historically using the Hi-Tek coated bullets they purchased exclusively from Chey-Cast, Cowboy Choice Ammunition has been recognized as the premier round to shoot, whether you are just out to have a good time- or shoot at a highly competitive level.

The bullet and caliber selections are as good as it gets with them, offering everything from .32 H&R up to their .45 Colt rounds. They also take into consideration finicky feeding lever actions with their TCFP as well as RNF bullet profiles, all meeting SASS power factors.

So, if you don't want to spend all the hours behind a press and just do more shooting- look to these folks for all of your ammunition needs!

**CHEY-CAST BULLETS**, was founded by Hank and Dee VanGoethen over 25 years ago. Hank was the past president and Territorial Governor of the Cheyenne Regulators. Choice Ammunition recognized these fine folks had the commitment and knowledge to bring the best dam bullet that could be casted. Nothing has changed from what was done before, other than a bit higher production level and the move from Wyoming to Montana!

Every Chey-Cast bullet is only made with foundry lead, and all coated and double baked with the Hi-Tek Super Coat, molecularly bonding to encase the entire projectile. This process provides a self-lubricating cast bullet that doesn't gum up your dies and equipment. It also will be the cleanest shooting bullet you will find.

Like we mentioned - options are now available out there in Montana, with the ability to purchase **Cowboy Choice Ammunition, Chey-Cast Bullets** and **Starline Brass**. All shipped directly to your home!

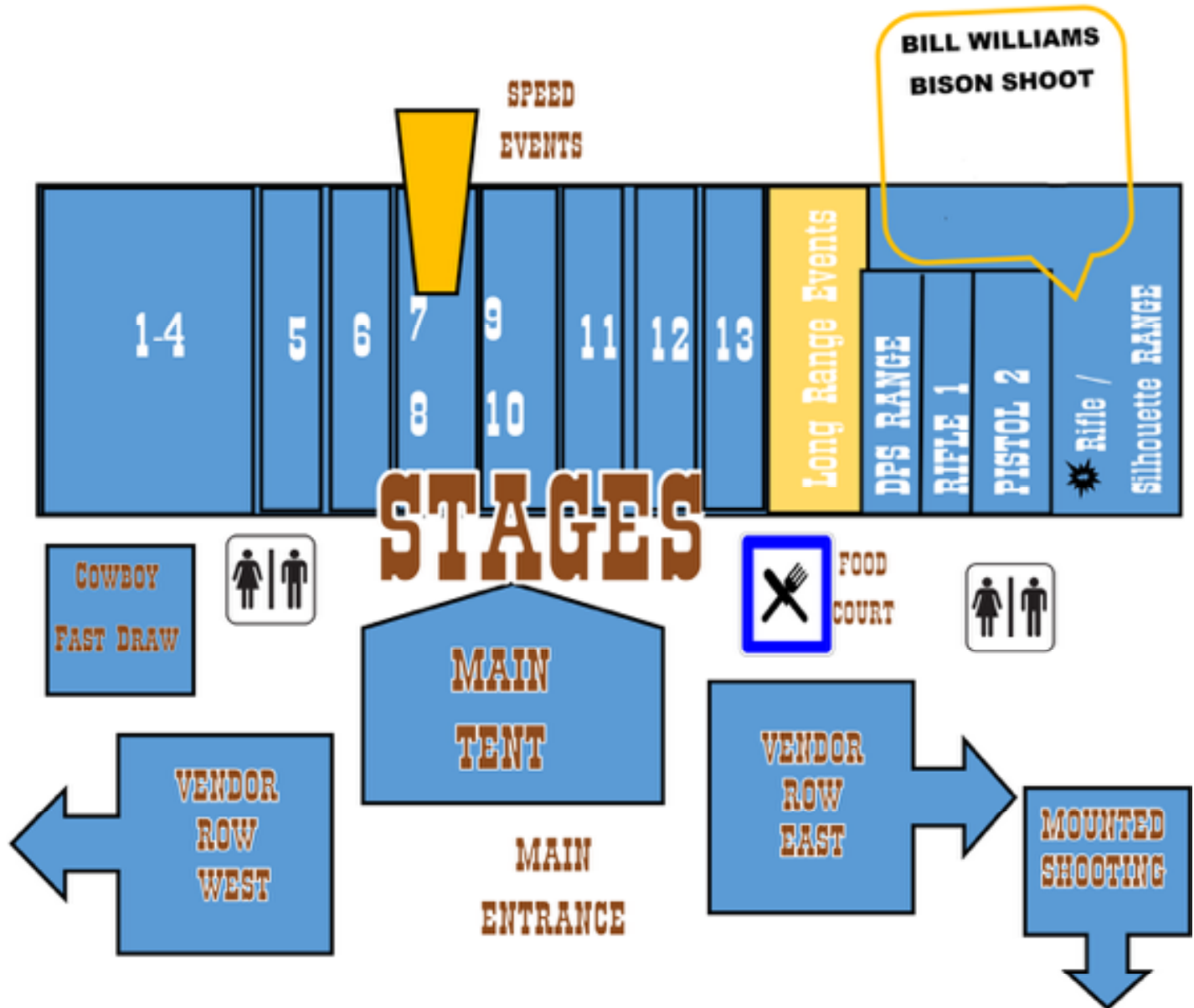
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# 2024 End of Trail Stage Layout





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